DUNGEON CRAWL CLASSICS

DARK TOWER

The Chosen Sons of Set

BY BOB BRINKMAN

DARK TOWER

A DCC EDITION CONVERSION AND CLASSIC HOMAGE

THE CHOSEN SONS OF SET

VOLUME 3 OF A 3-VOLUME SET

DARK TOWER

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CHAPTER ONE

INTRODUCTION

Dark Tower is an award-winning adventure originally published in 1979 by Judges Guild. It was the first in a series of dungeon and adventure scenarios developed, designed, and illustrated entirely by Jennell Jaquays. *The Chosen Sons of Set* is a continuation of the story started in *Dark Tower*. If the PCs undertake the quests herein, they can deal a devastating blow to Set's immortality and power base… or their luck could run out, and they could be reduced to piles of bones left to bleach in the desert sands.

TRILOGY BACKGROUND

The Sons of Set are the offspring between the god of deserts, storms, and violence and various mortal creatures. These evil offspring are countless in number and typically exhibit a combination of reptilian and humanoid traits. No two Sons of Set are the same, as fiendish blood intermingled with that of mortals corrupts both the body and soul. Among the Sons, four Chosen Sons of Set represent the most powerful of Set's children. In the event a Chosen Son dies, one of Set's Lesser Sons is promoted to fill the vacancy, so that there are always four Chosen Sons in existence. Usually.

Once every 666 years, the celestial hosts prevent Lesser Sons from being promoted to fill a vacancy among the Chosen Sons for an entire year. If all four of his Chosen Sons were defeated during this calendar year, Set would be stripped of much of his influence on the mortal plane.

That time is now. Can the PCs stand in opposition to Set and his Chosen Sons? If so, the heroes must first find the Chosen Sons and bring the fight to them. Derailing the long-term machinations of a god will certainly earn them the favor of Mitra, but also the enmity of Set.

NOTES FOR THE JUDGE

The Chosen Sons of Set is a trilogy of adventures designed to continue the stories told in *Dark Tower.* It is presented in five chapters, plus the associated appendices.

Chapter 1 is this Introduction, which outlines everything the judge needs to run these adventures.

Chapter 2 is *Pocket in a Shroud,* wherein the heroes must disrupt the schemes of a cult of Set and discover a pocket dimension containing a Chosen Son.

Chapter 3 is *The Cursed Coils of Set,* wherein the heroes travel to the corrupt city of Mugdhad to confront a Chosen Son that has usurped the city's previous despotic ruler.

Chapter 4 is *The Heart Shards of Caphet,* wherein the heroes must travel the wastes of the Ghetrian Desert in search of the hidden oasis lair of a Chosen Son.

Chapter 5 is *The Sunken Temple of Set,* which was originally published as a 5e release for Free RPG Day 2021. While not part of *The Chosen Sons of Set* trilogy, it does concern the machinations of one of the Lesser Sons of Set and can be played in conjunction with the other adventures included herein. It has been converted for use with DCC RPG.

Appendix A: The Sons of Set

Appendix B: New Monsters

Appendix C: NPCs

Appendix D: New Spells and Magic Items

Appendix E: Player Handouts

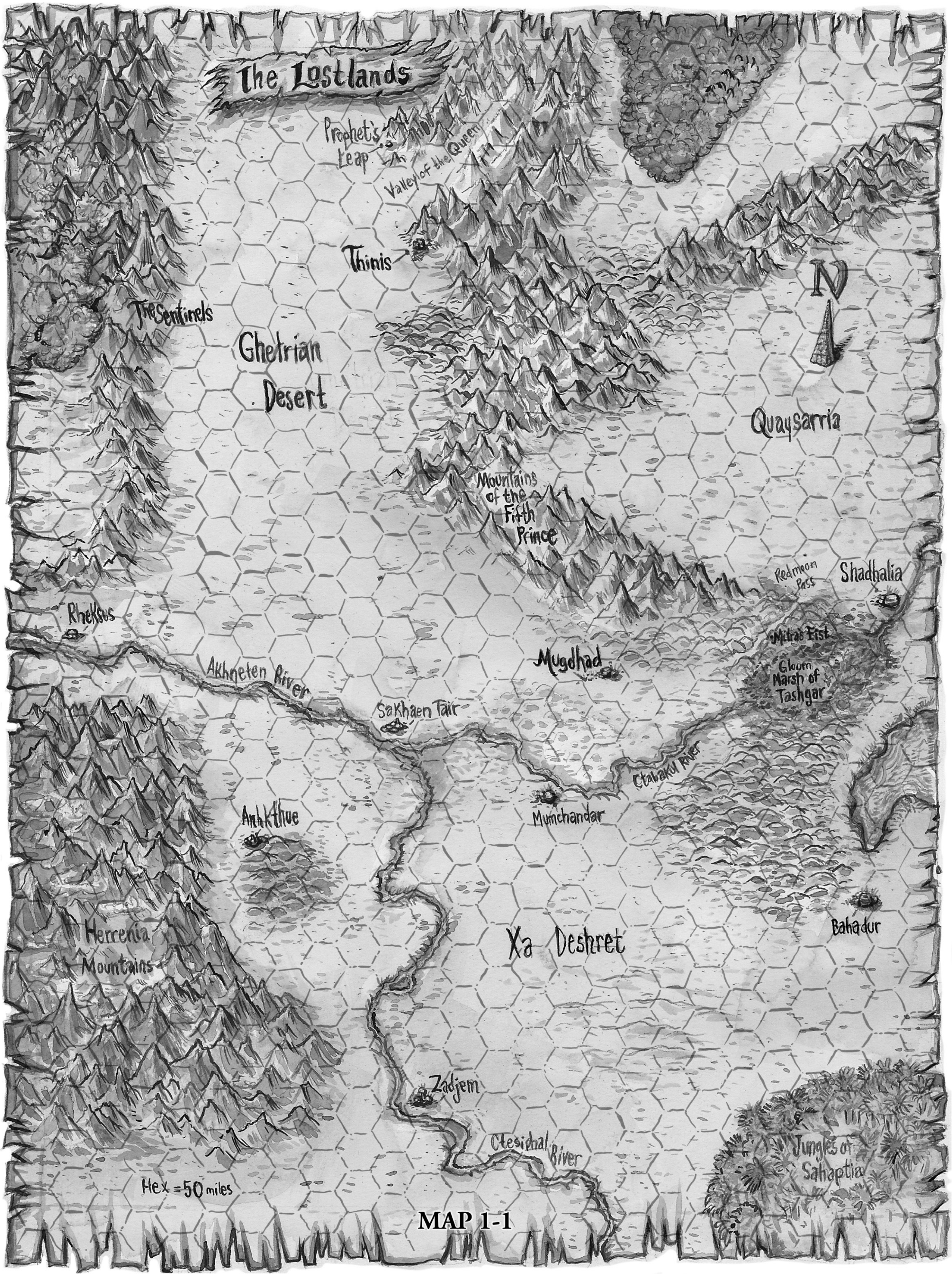
Appendix F: Mugdhad Gazetteer

These modules have been designed for a party of four to six 6th-level characters. Most, if not all, of the PCs should have magic weapons.

Before gathering at the game table to enjoy the challenges presented by *The Chosen Sons of Set* trilogy of adventures, the judge should read the entire modules thoroughly to become familiar with the details of Set's machinations and the aspects of each Chosen Son's goals and motivations. Familiarity with *Dark Tower* is recommended, especially if these adventures are used to continue the story started in that module. Each of the adventures could also be pulled out and used as a "one-shot," if that suits the judge and players. In this case, knowledge of *Dark Tower* is not required, although the module does contain additional information about the deific struggles between Set and Mitra.

ADAPTING THE ENCOUNTERS

Since *Dark Tower* is a sprawling mega-dungeon, groups that finish their exploits in those halls could be at a variety of levels. Each of these adventures was designed for 6th-level characters. However, if necessary, judges should feel free to adjust the challenges faced within the adventures. At the same time, the idea of "balance" is at odds with the root "swinginess" of DCC


The Lostlands
Prophet's Leap
Valley of the Queen
Thinis
The Sentinels
Ghetrian Desert
N
Quaysarria
Mountains of the Fifth Prince
Redmoon Pass
Shadhalia
Rheksus
Mitras Fist
Mugdhad
Gloom Marsh of Tashgar
Akhneten River
Sakhaen Tair
Ctabaku River
Ankhthue
Mumchandar
Herrenia Mountains
Xa Deshret
Bahadur
Zadjem
Ctesiphal River
Jungles of Sahaptia
Hex = 50 miles

MAP 1-1

RPG, and so such a concept is merely a guideline at best. The judge should know the abilities and equipment of the party (as well as the experience of the players) and take this into account when presenting these encounters. Be prepared to adjust encounters on the fly!

If the characters get in over their heads during a particular encounter, encourage them to flee. Alternatively, the noise generated by a given encounter might attract a wandering monster (or a nearby resident monster), which could be an advantage for the outmatched characters. For example, if a battle with cultists is not going in the characters' favor, a rival faction (not necessarily allies of the characters!) might show up, providing just the distraction the characters need to escape. The cultists may even switch tactics and try to capture the characters as eventual sacrifices on Set's altar. If a few of the characters escape, give them an opportunity to regroup and mount a rescue operation. On the other hand, the PCs might be handily trouncing their opponents only to have the noise draw overwhelming reinforcements. Overconfidence can quickly lead to ruination.

In addition to the judge adjusting the encounters based on the relative strength and composition of the party, the judge is encouraged to make *The Chosen Sons of Set* their own. This could include altering the backstory, locations, or even the nature of the deities to fit the judge's campaign setting. Feel free to customize these adventures to tell the kind of tabletop narrative that suits you and your players.

ADVENTURE SYNOPSES

Pocket in a Shroud: At the foot of the Mountains of the Fifth Prince lies the tiny hamlet of Thinis. In a nearby ruin, a cult of Set harvests the villagers to fuel the creation of un-dead minions, in preparation for the return of Ophois, a Chosen Son of Set. The heroes are tasked with saving the village and routing the cult. As they do, they discover the eldritch secret to enter a pocket dimension created by Ophois. Only then can they defeat an unspeakable evil, delivering a decisive blow to Set himself.

The Cursed Coils of Set: For most of the last half century, the remote town of Mugdhad was governed by Tharikadh, an ireful human despot and secret devotee of Ankharet, the cursed Sphinx Queen. Supported by his squads of brutish thugs, Tharikadh controlled all aspects of life in the town. As it turned out, Tharikadh was the lesser of two evils. Enter Skabhet, a charismatic elf, who usurped control of the town with the help of Set's cultists. In truth, Skabhet is a monstrous Chosen Son of Set bent on extending the evil god's influence across the Ghetrian Desert and Xa Deshret. In the weeks after Skabhet's conquest, the local temples tried in vain to foment an uprising against him. Skabhet slaughtered the clerics and ransacked their places of worship, desecrating and repurposing them as shrines to Set. Obsessed with finding Tharikadh, Skabhet uses his minions to inflict fear, publicly execute those who dare oppose his rule, and torture many, hoping to spoil any chance at insurgence.

The Heart Shards of Caphet: Caphet, one of Set's Chosen Sons, resides in his Onyx Palace in the heart of the Crimson Reed Oasis, far from any trade routes. When Caphet was promoted to a Chosen Son, he knew Set would temporarily strip him of his immortality after 666 years. Taking an idea from the evil liches that store their souls in phylacteries, Caphet used dark magics to remove his black heart, sundering it into three stony shards. This ensured that he could not be defeated unless the three shards of his heart were destroyed. Each of the *heart shards of Caphet* have been placed in or near an obelisk in its own temple, trapped and warded by a unique guardian. By establishing the temples hundreds of miles apart, time itself, in addition to the harsh desert environment, became two more allies of Caphet. Although it went unnoticed by Set, Mitra perceived the god's dark deed. He cursed each shard, granting magical abilities to those who could harness their malignant taint. In addition, Mitra enchanted each shard to spur its owner onward to the next shard. Mitra hopes this "curse" will lead to Caphet's eventual downfall.

DRAMATIS PERSONAE

Name	Description	Adventure Reference
"Magic" Zak*	Wizard and youngest member of the Thinis council	Pocket in a Shroud: The Hamlet of Thinis
al-Sadiki	Elder mummy, follower of Set	Pocket in a Shroud: area 2-8 – Crypt of the Faithful
Atamep	Gynosphinx currently resting at the Crimson Reed Oasis.	The Heart Shards of Caphet: The Crimson Reed Oasis – Wandering Monsters
Bassantha ("Bas")	Desert dragon lairing within the Ghetrian desert near the foothills south of the Ctabakul river.	The Heart Shards of Caphet: Ghetrian Desert - Wandering Monsters
Blumbill	Former Elven adventurer, raised from the dead as a basiloid. Currently the guardian of the Sandstone Temple.	The Heart Shards of Caphet: area 2-6 – Blumbill's Lair
Botis the Chaste (Deceased)*	First Mitraic Knight of the shrine.	The Cursed Coils of Set: area 1-6 – Temple Row
Candra Windspear	Mummified elf, servant of Caphet	The Heart Shards of Caphet: area 2-5 – The Sandstone Obelisks
Caphet	Chosen Son of Set	The Heart Shards of Caphet: area 5-3 – The Throne *(see Appendix A)*
Chuskra	Former adventurer, raised from the dead and serving as the guardian on the Granite Temple	The Heart Shards of Caphet: area 1-5 – Chuskra's Quarters
Damush	An Elemental Prince of Air	Pocket in a Shroud: area 2-4 – Princes of the Earth and Air
Dashane*	Human female blacksmith and head of the Forger's Guild.	Pocket in a Shroud: The Hamlet of Thinis
Dethik	Dwarven proprietor of the Stewed & Pickled	Pocket in a Shroud: The Hamlet of Thinis
Dokhad*	Owns Traders of the Shifting Sands, a mercantile shop. Recently decided to assist Tharikadh's return to power.	The Cursed Coils of Set: Appendix F – The Grand Market
Etan	One of Zawg's bodyguards.	The Cursed Coils of Set: area 1-2 – Merchant Wagon
Fawliq the Sage	Scholar and owner of Luminous Scrolls, a bookstore in the Coin Ward.	The Cursed Coils of Set: area 1-8 – Luminous Scrolls
Forest Gaunt*	Retired warrior	Pocket in a Shroud: The Hamlet of Thinis
Gilem	One of Zawg's bodyguards.	The Cursed Coils of Set: area 1-2 – Merchant Wagon
Giztahk*	An agent of Tharikadh	The Cursed Coils of Set: Adventure Hook
Grahd*	A Lesser Son of Set and the secret name of the monstrous Serpent of the Death Pit.	The Cursed Coils of Set: area 3-2 – The Cavern of the Serpent *(see Appendix A)*
Gyadi Luckbearer (Deceased)*	The former high priestess of the Temple of Weal.	The Cursed Coils of Set: area 1-6 – Temple Row
Hann Darkflame	Mummified thief, servant of Saphet.	The Heart Shards of Caphet: area 1-4 – The Granite Obelisk

Hashess*	The halfling owner of the Grub Hut eatery and informant for Set's forces.	The Cursed Coils of Set: Appendix F – Desert Ward
Heka	Werejackal wizard currently researching necromancy	Pocket in a Shroud: area 2-13 – The Grand Gallery
Jahness*	Owner of Quarry's Rest and distraught over son's death in the Death Pit.	The Cursed Coils of Set: Appendix F – Ash Ward
Kawglid*	Cook at Yellen's Gullet and secretly assisting in Tharikadh's revolt.	The Cursed Coils of Set: Appendix F – Desert Ward
Kichkem	A servitor spy working for Skabhet.	The Cursed Coils of Set: area 1-2 – Merchant Wagon
Kolric Stonefist	Mummified dwarf, servant of Caphet	The Heart Shards of Caphet: area 1-4 – The Granite Obelisk
Lashmag	Wizard, raised from the dead as a necryclops. Currently the guardian of the Quartz Temple.	The Heart Shards of Caphet: area 3-2 – Quartz Temple
Mag and Mog*	An elderly couple running the Grass Hut hostel who have a soft spot for anyone resisting Set's forces.	The Cursed Coils of Set: Appendix F – Desert Ward
Maga*	Lesser Son of Set, servant of Ophois	Pocket in a Shroud: area 2-14 – The Great Hall *(see Appendix A)*
Malite Sparklestone*	A halfling jeweler and owner of Malite's Treasures, commissioned to create a tiara for Skabhet.	The Cursed Coils of Set: Appendix F – Coin Ward
Milar Skyblaze	Mummified warrior, servant of Caphet.	The Heart Shards of Caphet: area 2-5 – The Sandstone Obelisks
Moonhet Hammerhand (Deceased)*	The former head priest of The Hallowed Forge.	The Cursed Coils of Set: area 1-6 – Temple Row
Nanz Bunish*	Human female farmhand	Pocket in a Shroud: The Hamlet of Thinis
Obsidian Pages, The*	Secret organization dedicated to the collection of ancient, and obscure, librams and tomes.	The Heart Shards of Caphet: Adventure Hook
Ophois*	Chosen Son of Set, hiding within a pocket dimension.	Pocket in a Shroud: area 2-14 – The Great Hall *(see Appendix A)*
Passef	Owner of the Sandstorm Tavern who is sympathetic to Tharikadh.	The Cursed Coils of Set: area 1-7 – Sandstorm Tavern
Ren Fairhand*	A merchant and owner of the Merchant's Salve looking for supplies of hulwah.	The Cursed Coils of Set: Adventure Hook
Rynchus	Werecrocodile High Priest of Sobek.	The Sunken Temple of Set: Area 11 – The Audience Chamber
Sadiq Almawta	Wizard, crafter of golems, and follower of Set.	Pocket in a Shroud: area 1-17 – Embalming Room

Sahlil*	Owner of Smoking Sahlil's smelter and forge. He blames Tharikadh for recent attacks against his business.	The Cursed Coils of Set: Appendix F – Ash Ward
Sarha	Elven proprietor of the Sphinx's Smile who wants to honor those who died in Skabhet's priestly purge.	The Cursed Coils of Set: Appendix F – The Grand Market
Shard	Sentient limestone golem in the service of Caphet and guardian of the Limestone Temple	The Heart Shards of Caphet: area 4-3 – Limestone Temple
Skabhet*	The elven guise of the Chosen Son of Set, Skabhetalloxis, who now controls the city.	The Cursed Coils of Set: area 4-9 – Audience Pavillion *(see Appendix A)*
Skabhetalloxis	Skabhet's secret true name.	The Cursed Coils of Set *(see Skabhet)*
Sterrif	Priest of Caphet	The Heart Shards of Caphet: area 2-5 – The Sandstone Obelisks
Tharikadh	Deposed governor of the city seeking to reclaim his power.	The Cursed Coils of Set: area 2-3 – Tharikadh's Redoubt
Thipix	Demon of the Seven Earths	The Heart Shards of Caphet: The Crimson Reed Oasis – Wandering Monsters
Toothless Felik*	Owner of Yellen's Gullet Tavern.	Cursed Coils of Set: Appendix F – Desert Ward
Uraeus	Trans-dimensional serpent	Pocket in a Shroud: area 2-11 – Uraeus' Den
Ur-Chisisi ("Sissy")	Elven religious leader of Thinis and secret priestess of Set	Pocket in a Shroud: area 1-13 – The Temple of Set
Vech Bearmane (Deceased)*	The former high cleric of The Pillars of Justice.	The Cursed Coils of Set: area 1-6 – Temple Row
Wamnifa	An Elemental Prince of Earth	Pocket in a Shroud: area 2-4 – Princes of the Earth and Air
Woogo	Prime vine horror, guardian of the Limestone Temple	The Heart Shards of Caphet: area 4-3 – Limestone Temple
Xanthes*	Owner of the Golden Point and secret informant for Skabhet.	The Cursed Coils of Set: Appendix F – Upper City
Zawg	A self-serving merchant looking to remove Tharikadh and Skabhet.	The Cursed Coils of Set: area 1-2 – Merchant Wagon

*Not detailed in Appendix C: NPCs

CHAPTER TWO

POCKET IN A SHROUD

A DARK TOWER DCC ADVENTURE BY SCOTT MOORE

DUNGEON CRAWL CLASSICS CONVERSION: BOB BRINKMAN

Playtesters: Jim Cox, Jason Daniel, Rick Hull, Chase Reinhart, "Big" Troy Tucker"

Pocket in a Shroud was converted for use with DCC RPG and is meant for a group of 4-6 established PCs of 5th-6th-level. The adventure is set in a cavern-like complex behind a structure in a mountainous area and has a distinctive Egyptian theme. This adventure can be used as a continuation of a *Dark Tower* campaign allowing the PCs to attempt to destroy the remaining greater sons of Set. The adventure is also easy to place in the judge's own campaign. If the deity Set does not occur in the judge's campaign, they can substitute a similar evil serpentine deity.

BACKGROUND

The Sons of Set are the bastard offspring of the evil god, Set, and various mortals. These evil offspring are countless in number and typically exhibit a combination of reptilian and humanoid traits. Among them, there are four Chosen Sons of Set that represent the most powerful of Set's children. In the event one of the Chosen Sons dies or is slain, one of Set's Lesser Sons is promoted to fill the vacant role, so there are always four Chosen Sons in existence. Usually.

Once every 666 years, the celestial hosts prevent a Lesser Son from being promoted to fill a vacancy among the Chosen Sons for an entire year. During this calendar year, Set could be stripped of much of his influence on this plane if all four of his Chosen Sons were defeated. To avoid this, Ophois (pronounced "aw-FOY"), one of Set's Chosen Sons, spends the year in a hidden pocket dimension, while members of Set's cult spend the year preparing for his glorious return.

At the western edge of the Mountains of the Fifth Prince, just south of the Valley of the Queen, lies the entrance to Ophois' pocket dimension near an ancient ruin. The ruin currently serves the cult of Set as a storing house for their assets and un-dead forces awaiting Ophois' return.

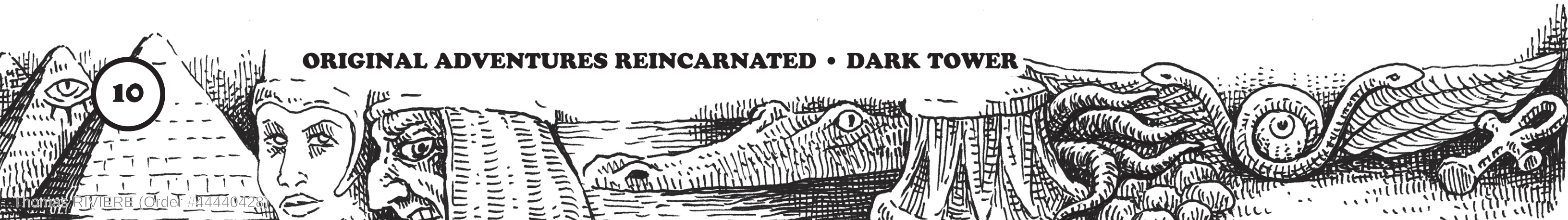
A short distance to the west, the tiny hamlet of Thinis has been under attack by the cult. Numerous kidnappings and attacks by un-dead have taken place over the last several weeks as Ophois' period of waiting is coming to an end.

The cult uses kidnapped citizens as raw material in the creation of un-dead forces to serve Ophois upon his return. Isolated from the outside world, the small community of Thinis desperately hopes for the return of their missing brethren and the destruction of the un-dead menace once and for all. Little do they know they are running out of time, as Ophois will soon return to assume control of his cult and claim the area as his own.

ADVENTURE HOOKS

This adventure begins with the characters already present at the plaza before the ruined pylons in the foothills of the Mountains of the Fifth Prince. It's up to the judge to decide why the PCs are at the plaza, and how they get involved in trying to destroy this cult of Set. Several suggestions to involve the characters are presented below.

- If the characters have played any other *Dark Tower* adventures, they may have learned the locations of one or more of the Chosen Sons of Set and eventually found their way here.
- The small hamlet of Thinis north of the foothills recently experienced several kidnappings and attacks by un-dead. When the party of adventurers stops in the settlement for food and rest, the population appeals to them to investigate the old ruins to the east in hopes of finding the missing citizens and/or putting an end to the un-dead menace. The hamlet's religious leader, a woman named Ur-Chisisi ("'Sissy' to her friends!"), offers a blessing on the party the evening before they depart. In the morning, several more citizens, including Ur-Chisisi, are missing.
- The characters are hired to guard a caravan of merchants transporting a shipment of ore and raw gems. They either stumble upon the ruins while scouting the



area where they intend to camp for the night, or the caravan is attacked by un-dead while setting up camp. In this latter case, the party tracks the attackers back to these ruins.

- The characters simply stumble upon the ruins while travelling between adventures and find it a convenient shelter to wait out a fast-approaching dust/rain/snow/hailstorm.

Regardless of the hook used, the PCs should discover the threat presented by Ophois and his cult. They should learn they have a limited amount of time to defeat Ophois to ensure a Lesser Son of Set does not rise to take his place. This would deal a severe blow to the cult as well as Set's influence on their plane. Thus, it is vital that the PCs weaken Ophois' cult of Set by defeating his minions beyond the pylons, discovering his hidden pocket dimension, and defeating Ophois himself.

THE HAMLET OF THINIS

(Small Town, pop. 87)

The small hamlet of Thinis, located between the foothills of the Mountains of the Fifth Prince and the Ghetrian Desert, is a tiny agricultural community that grew up around a natural spring. It is also a convenient first or last stop for those either returning from, or heading into, the mountains. The farmers grow a variety of beans, melons, peppers, and squash and camels are commonly utilized not only for farm labor and personal transportation, but also as a source of milk. The population consists mostly of humans (~90%), with elves and halflings making up the remainder. A single male dwarf named Dethik lives in the hamlet and serves as the proprietor of the Stewed & Pickled, a drinking establishment. The hamlet does not have a fully formed political structure, but important decisions are brought before a council of five elders, which includes:

- Dashane, a female human, who also serves as the town smith.
- Forest Gaunt, an elderly human warrior (now retired).
- "Magic" Zak, a human male wizard and the youngest member of the council.
- Nanz Bunish, a female human housewife/farmhand.
- Ur-Chisisi ("Sissy"), a female elf, spiritual leader of the community, and secret follower of Set.

Inns: The village being too small to support an inn, travelers can acquire modest lodgings (1 sp/day) by renting out a room in a private home during their stay in Thinis. Alternatively, several farmers will be willing to let visitors stay overnight in their barns (squalid lodgings; 7 cp/day).

Taverns: Manolin's Pub (modest food and drink, with meals costing 8 cp/day), Stewed & Pickled (actually a converted private residence, but open to the public; poor pub food and drink, with meals costing 2 cp/day).

Shrines & temples: The Temple (a small non-denominational house of worship presided over by Ur-Chisisi), the Stone Garden (a small fairy ring of white mushrooms surrounding a single ancient menhir just inside the forest wood line at the base of the Mountains of the Fifth Prince; some farmers leave offerings here in the spring for "the wee folk" in hopes of insuring a good growing season and again in the fall to show their thanks; no organized religious services take place at this location).

Guilds: The Forgers (an unofficial guild of four youths and six young adults who serve as pseudo-apprentices for Dashane, the human female who serves as the town smith; the Forgers seek to develop their smithing skills under Dashane's guidance simply because there isn't otherwise much to do for excitement in the small farming community).

Background on the hamlet of Thinis is provided above should the judge wish to have the characters start off in the nearby settlement before jumping directly into the adventure.

SCALING THE ADVENTURE

Pocket in a Shroud has been adapted for a party of four to six 5th-6th-level characters but can be modified for parties of different sizes or levels. If the encounters are adjusted, don't forget to adjust the amount of treasure appropriately. Consider adapting the adventure as follows:

Weaker parties (three or fewer characters and/or lower than 5th-level)

- Area 1-5: Reduce the number of **temple guardians** to 1 in each tower.
- Area 1-8: Reduce the number of **minions of Set** to three.
- Area 1-9: Reduce the number of **minions of Set** to two.
- Area 1-12: Reduce the number of **viper swarms** to 10.
- Area 1-13: Reduce the number of **minions of Set** to three.
- Area 1-15: Decrease the **iron golem's** hit points to 60.
- Area 1-16: Reduce the number of **wraiths** to one.
- Area 1-17: Reduce the **flesh golem's** hit points to 25.
- Area 1-18: Reduce the number of **mummies** in the 'c' wave from three to one.
- Area 2-1: Reduce the number of **sha** to one.
- Area 2-4: Have the **Prince of Air** switch sides to join the party after two rounds if he hasn't already by that time.
- Area 2-5: Reduce the poison damage for both traps from 4d6 to 2d6.
- Area 2-8: Remove the *ring of fire resistance* from the **elder mummy** and add it to the treasure in area 2-9.
- Area 2-14: Delay all of Ophois' preparations by two additional rounds if he was warned of invaders.
- Area 2-15: Delay each of the effects of the pyramid collapse by two additional rounds.

Stronger parties (more than six characters and/or higher than 6th-level):

- Area 1-5: Add 1 additional **temple guardian** between the two pylons.
- Area 1-16: Increase the number of **wraiths** to three.
- Area 2-2: Add two additional **serpent-men** astride **griffons**.
- Area 2-4: Either the **Prince of Air** does not offer to switch sides and assist the characters (in this case, remove his *token of return*) or he does so only after the **Prince of Earth** is reduced to 25 hit points or less.
- Area 2-5: Increase the DC of the Fortitude save to 25.
- Area 2-11: The **boar** gets loose as the characters arrive and **Uraeus** attacks them immediately in its agitated state.
- Area 2-13: Add 1 additional **temple guardian** (complete with *fireball*).

KHOPESH

This adventure includes a new weapon called the khopesh.

Khopesh: A khopesh is a sickle-shaped blade derived from the battleaxe. Only the outer edge of the blade is sharpened. The center of the sickle blade is used to disarm an opponent's weapon or shield.

Name	Cost in gp	Damage	Weight
Khopesh	12	1d8	3 lbs.

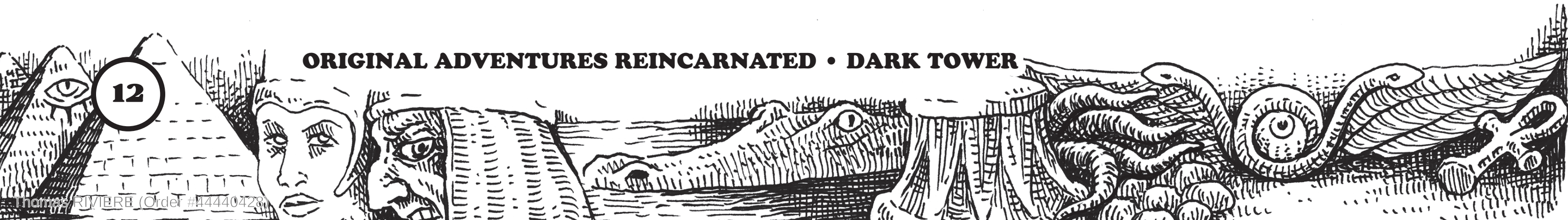
BEGINNING THE ADVENTURE

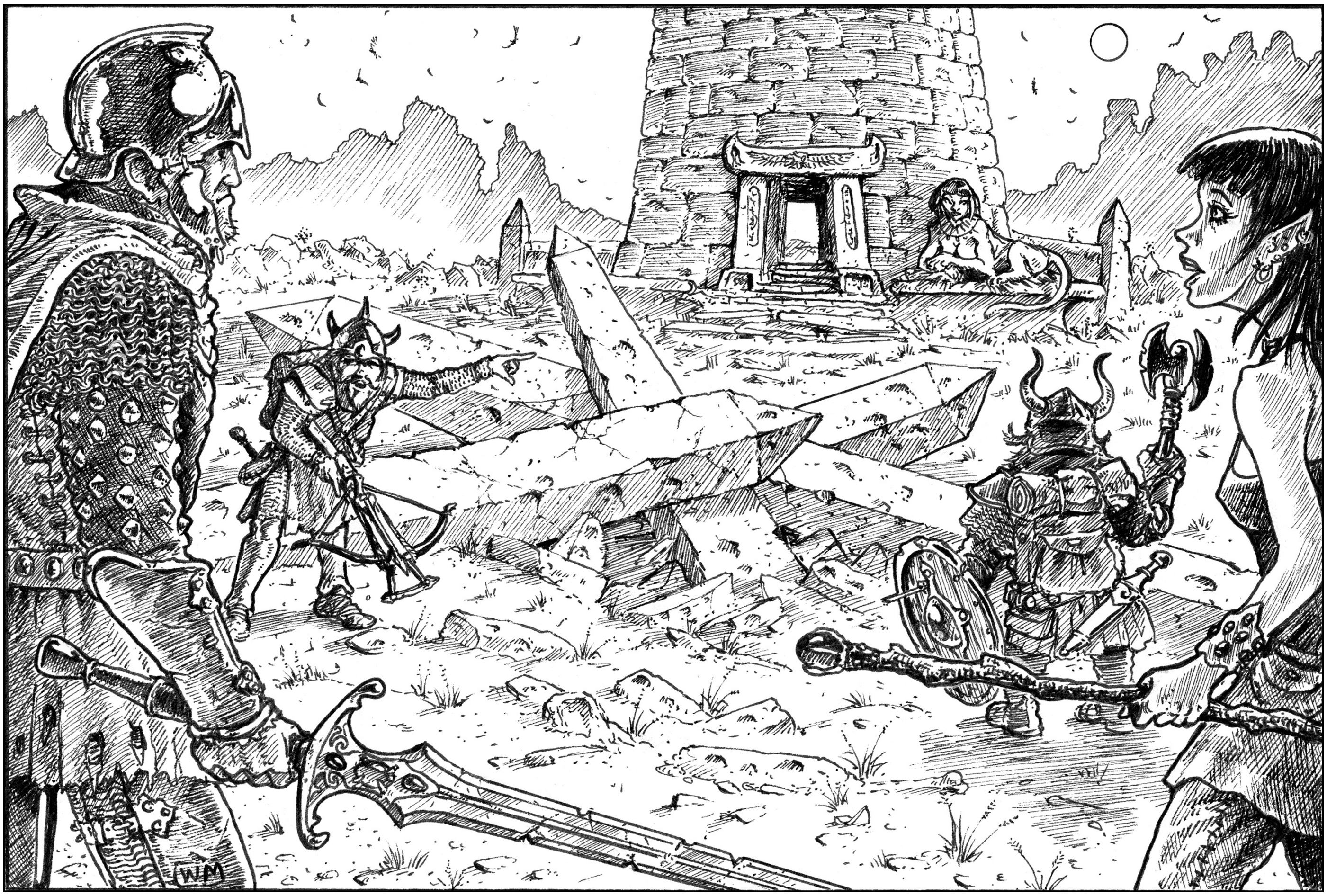
PART 1: THE UNION OF THE EARTH BELOW...

The adventure begins when the characters arrive at the open courtyard before the collapsed obelisks and the ancient pylons.

Beneath the dirt and sand at your feet, the remains of an ancient stone courtyard are barely discernable. Four broken stone obelisks tower overhead in a precarious position. Seemingly having collided mid-fall, they now support each other, preventing collapse. On the side of the mountain before you, across the courtyard, rise two massive stone pylons carved from the mountain rock itself. Between them, two small pedestals, one still bearing a sculpture of a seated lion, flank a single archway that provides access to the inside of the mountain. Spoor in the dust and sand at your feet imply several creatures came this way recently, passing both in and out of the archway.

The courtyard, pylons, and the area beyond are depicted on **Map 2-1**.





GENERAL FEATURES

The ceilings inside the rooms and passages behind the pylons are 10′ high unless otherwise specified in the room description. The ceilings and walls are all smooth, worked stone and carved right out of the rock under the mountain. Climbing an interior wall requires a successful DC 15 Climb Sheer Surfaces check to climb. Unless noted in the area description, there is no illumination. Unless otherwise specified, doors are made of wood reinforced with iron bands (AC 17, 27 hp) and are unlocked. Locked doors require a successful DC 17 Pick Lock check to open.

Internal rooms will be in darkness unless a source of illumination is specified in the room's description. The exterior courtyard is brightly lit and the first 30′ past the entrance (area 1-4) is dimly lit if the PCs arrive during the day.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

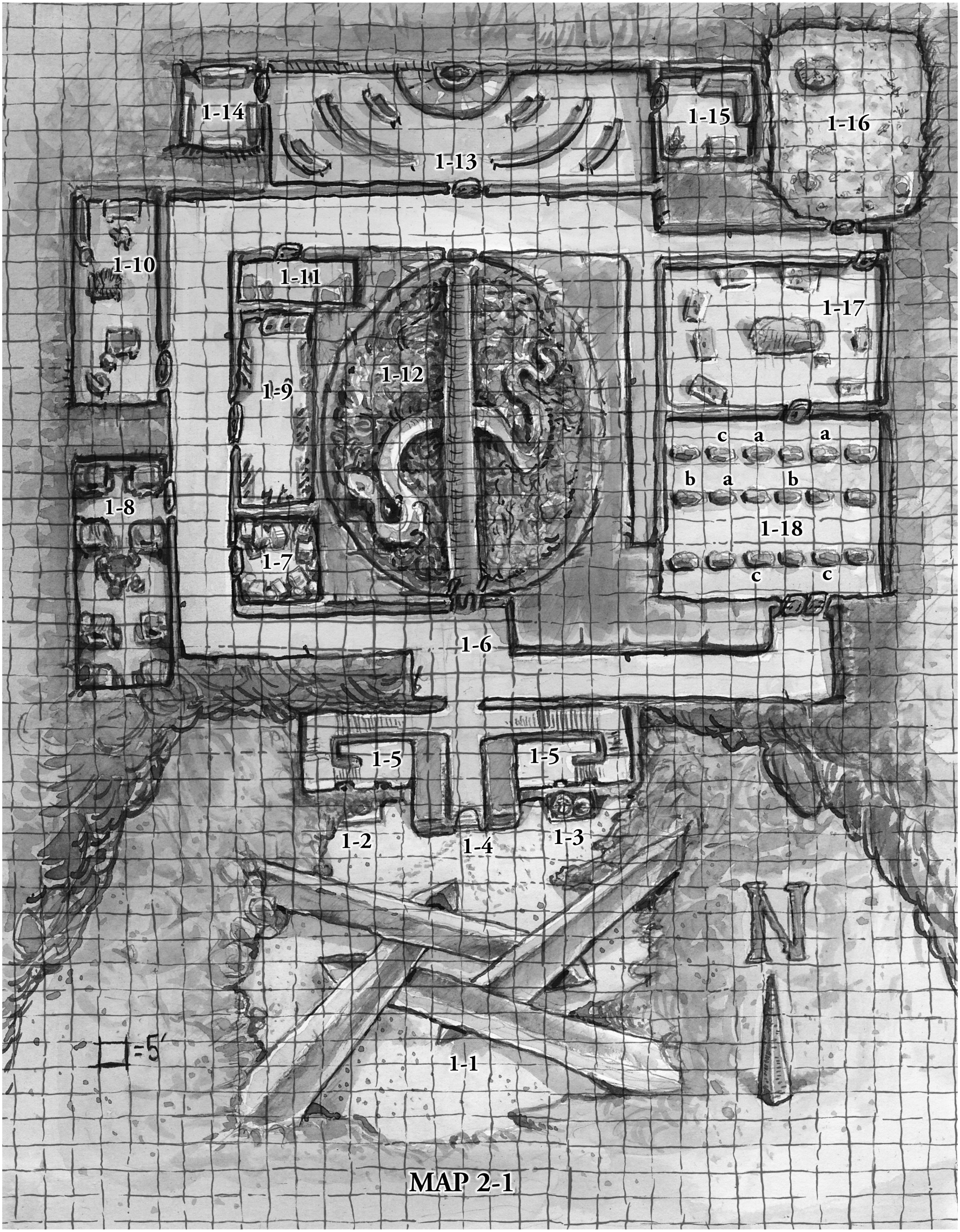
WANDERING MONSTERS

There are no wandering monsters in the passages behind the pylons, but if the party lingers in the exterior courtyard for more than 1 turn or sets up camp inside the dungeon, two **sha** (see below) that have been drawn to the area will wander this way and track the party by scent.

Sha (2): Init +2; Atk bite +6 melee (1d8+2), ram +6 melee (1d5+2) or tail +6 melee (1d7+2); AC 20; HD 10d8; hp 75 each; MV 40′; Act 3d20; SP infravision 60′, thundering charge; SV Fort +4, Ref +1, Will +0; AL N; Crit M/d16.

Thundering charge: If the sha moves at least 20′ straight towards a target and then succeeds in ramming its target, the sha automatically achieves a critical hit.

This creature resembles a cross between an okapi and a large greyhound dog in body shape, with a long stiff tail ending in a natural growth resembling a mace head and two long, squared-off ossicones on its head.


1-14
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MAP 2-1

Area 1-1 — The Obelisks: *Four collapsed stone obelisks, each roughly 40′ in height, form a sparse canopy overhead. Seemingly having collapsed at the same time, the tips of all four needles cross, resembling a fabric pattern, and prevent each other from collapsing onto the plaza below. Each of the rough-surfaced pillars is carved from a single piece of black basalt. At their bases, the broken columns are each buried under several feet of dirt and sand.*

Despite their precarious position (see **Player Handout 1**), the columns are remarkably stable and would require a successful DC 20 Strength check to move. Due to the steep angle of the columns, an attempt to climb to the top of one requires either a DC 20 Climb Sheer Surfaces check or two back-to-back successful DC 15 Strength checks. Failure on either the Climb Sheer Surfaces check or first Strength check indicates that the PC falls to the ground, lands prone, and suffers 2d6 damage from the fall. Failing the second check indicates the character falls to the ground, lands prone, and suffers 4d6 damage. Due to the softness of the sand, ignore broken bones caused by any natural 6s on the falling damage rolls.

Once atop one of the obelisks, hopping to another obelisk without climbing back down and starting over requires a successful DC 17 Agility check. Failure indicates the character falls to the ground, lands prone, and suffers 4d6 damage (subject to the same limitation above).

Characters who manage to view the tops of the pillars from above (by climbing them, spells, etc.), can notice a different symbol carved into the top of each pillar (see **Player Handout 2**). The four symbols represent the creation of the Sons of Set (god and woman) and the creation of Set himself (Geb, "the earth", and Nut, "the sky").

In the dungeon beyond the courtyard, there are four "keys" that can be found, one matching each of the symbols atop the obelisks. If each of the four keys are inserted into the corresponding relief on top of each obelisk, a portal leading to a pocket dimension (see Part 2) opens in the space enclosed by the four obelisk tips.

The portal is invisible from this side, so its existence is not obvious unless someone flies down through the area or jumps off the top of the obelisks into the space bordered by the pillar tops. A successful DC 15 Intelligence check by someone atop the pillars when the final key is placed reveals a momentary visual disturbance (a shimmering or warping effect) in the area of the portal just as the final key is placed.

Characters who try to "peek" through the portal (for example, by flying over and only putting their face through) are instantly pulled into it.

When characters pass through the portal, proceed to area 2-1 in Part 2.

Area 1-2 — The Left Pedestal: *On the sand, half sunk, a shattered pedestal lies partially exposed. Probably once 10′ on a side, the badly worn platform no longer bears any indication of what once might have rested upon it.*

The pedestal to the east (area 1-3) is in better condition and gives an indication of how this platform may have appeared in the past (sans the androsphinx).

Area 1-3 — The Right Pedestal: *Upon this square marble pedestal, roughly 10′ on a side, the figure of a winged lion lies majestically facing the single obvious entranceway between the two pylons. As you approach, the figure turns to face you and exhales a heavy sigh. "I was hoping for more, but if that's all you have, I guess you will have to do. You aren't exactly inspiring much confidence at first glance but, who knows, you might surprise me yet. But, doubtful."*

The creature on the pedestal is an **androsphinx** and a follower of the god Mitra, who is opposed to Set. The creature has been here for a while, hoping someone would challenge Set's cult which now occupies the passages beyond the pylons as a base of operations.

As masters of esoteric knowledge, all sphinxes are aware of Set's inability to promote Chosen Sons once every 666 years. Although forbidden to share this information directly with mortals, they will provide what details they can to those who oppose Set by providing clues through portents or prophesies.

If the creature is attacked, it will quietly mutter "what disappointments" and fly away. If the characters converse with the sphinx, they will find its responses short and cryptic. If they indicate their intention to explore inside, the sphinx offers them advice in a riddle (see **Player Handout 3**).

The characters may guess at the meaning of the various stanzas, but more will become obvious as they explore inside. The first stanza implies many of the threats they encounter are not living creatures. The second stanza refers to the portal that leads to Part 2, the four keys needed to open it, and its location "where the earth meets the sky" (that is, where the tips of the obelisks in area 1-1 touch the sky). The final stanza refers to the loss of a Chosen Son diminishing Set's resources.

Once the characters exit the areas behind the pylons and return to the courtyard, if they do not possess all four keys (see areas 1-6, 1-13, 1-15, and 1-17), the sphinx (providing the characters did not attack and chase him away) will repeat the second stanza of the riddle and emphasize the final word. If they have not figured out the meaning behind where "the earth meets the sky", the sphinx will silently stare at the crossed tips of the obelisks, then look at the party, and repeat this process until he believes that have made the next logical step.

Sphinx, andro: Init +0; Atk claw +12 melee (2d10); AC 20; HD 10d10; hp 100; MV 40′, fly 60′; Act 2d24; SP true sight, hardy (1/day), *haste* (2/day, spell check result of 24), roar (3/day), translocation, attacks treated as magical, spellcasting (+9 spell check): Spells (1st) *blessing, comprehend languages, detect evil, detect magic, food of the gods, word of command;* (2nd) *banish, restore vitality;* (3rd) *dispel magic;* (4th) *sanctify/desecrate;* (5th) *righteous fire;* SV Fort +12, Ref +6, Will +8; AL L; Crit M/d16.

Hardy (1/day): The round after being reduced to 0 hit points, the sphinx rises from apparent death, regaining 10 hit points.

Roar (3/day): The roar of a sphinx affects all creatures within a 50′ radius. The sphinx can roar up to 3/day, with each roar being louder, and more powerful than the last.

- 1st roar: Target flees in fear for 2d3 rounds (DC 13 Will save negates).
- 2nd roar: Target is deafened and paralyzed for 2d4 rounds (DC 15 Will save negates).
- 3rd roar: Target suffers 4d10 damage and is knocked prone (DC 17 Fort save halves damage and negates being knocked prone).

Translocation: As an action, a sphinx may trans-dimensionally leap to any visible location within 120′.

True sight: A sphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Area 1-4 — The Entrance: *Inside the archway between the two pylons, a small vestibule presents several options. To the right and left, stairways lead up, seemingly to upper floors in the respective pylons, while another passage stretches straight away into darkness. The scattered sand underfoot gives the impression that others have recently traveled through here.*

A successful DC 15 Intelligence skill check indicates that many bipedal humanoid figures traveled both in and out of this entrance within the past few days.

Area 1-5 — The Pylons: *A short flight of stairs leads to a small landing and then continues further up to a small 10′ x 10′ room that contains two creatures dressed in black full plate armor and carrying hook-bladed swords; one has a head like a jackal while the other has a head resembling that of an ibis. A sickly green glow radiates from between their plates of armor.*

The top rooms of these pylons are dimly lit by sunlight coming in from the exterior windows.

The plate-armor clad humanoids are a pair of **temple guardians**, stationed here as guards near the entrance. There is a pair of them on the top floor of both pylons.

If combat breaks out in one of the pylons, the pair of temple guardians in the other pylon immediately head towards the sounds of combat (flying between the open windows) and arrive on the second round of combat.

Temple guardian (2 per pylon): Init +1; Atk khopesh +12 melee (1d8+3 plus disarm on critical hit); AC 22; HD 6d8; hp 33 each; MV 40′, fly 60′; Act 2d20; SP true sight, magic resistance (all spells cast against a temple guardian are subject to a 25% chance of failure before saves are rolled), spell immunity (*bolt from the blue*); SV Fort +8, Ref +4, Will +6; AL N; Crit IV/d12.

True sight: The eyesight of the temple guardians extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

If the party defeats all four temple guardians in a single combat, they will find the corresponding floor of the other pylon empty should they explore it.

Area 1-6 — The Crossroads: *Looking northward down the corridor, a side passage breaks off and leads east into complete darkness. Just beyond that, a second corridor leads to the west. An unlit torch sits in a sconce on the western wall.*

Although not part of the original construction, the secret door at the northern end of the corridor was added later to prevent direct access to the temple (area 1-13). A successful DC 16 Intelligence check (elves gain a +4 bonus on this roll) reveals a change in the color (providing there is light) and surface finish of the adjacent worked stone, revealing the door's presence.

After the characters have fully explored the underground complex, acquired three of the four keys needed to access the portal to Part 2, and return to this area (likely on their way out), they will find a **champion of Set** here waiting for them. The champion will immediately use *bolt from the blue* to soften up the party before any chance at melee. If there is an obvious spellcaster in the group (no armor, carrying a staff or wand, pointed ears, etc.), the champion of Set will cast *banish* to remove them from combat. Embedded in the breastplate of her plate mail armor, the champion wears the fourth and final key required to access Ophois' pocket dimension (see **Player Handout 4**). Characters who can read Chaos or those that can read either Common or Demonic and succeed on an appropriate DC 20 Intelligence skill check realize the key is in the shape of an ancient pictogram representing the word "woman".

Champion of Set: Init +2; Atk +*2 khopesh* +10 melee (1d8+5 plus disarm on critical hit, +1d8 damage against a follower of Mitra); AC 23; HD 8d12+30; hp 75; MV 20'; Act 2d20; SP infravision 100', cleric abilities ((+11 spell check): *cause harm, lay on hands, turn unholy*), telepathy, immune to disease, *charm*, *sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells (1st) *bless, darkness, word of command;* (2nd) *banish, curse, lotus stare;* (3rd) *bolt from the blue*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

Cause harm: A champion of Set may inflict damage in similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Area 1-7 — Storage: *This room appears to be a storage area and is filled with various crates and wooden barrels, stacked high and leaving little available floor space to maneuver around inside.*

An unlit hooded lantern hangs on the wall by the entranceway. The materials stored here, although numerous, are relatively mundane. There are a half-dozen large barrels, each containing either clean water or low-quality wine, the latter purely for ceremonial use and not particularly flavorful or enjoyable. One barrel, however, does contain oil for keeping lanterns lit. The crates contain all manner of preserved foodstuffs (generally dehydrated, salted, smoked, or otherwise preserved for extended storage), as well as various tools, sacks of salt (for food preservation as well as for use in area 1-17, the embalming room), bolts of canvas, and an assortment of mundane simple and martial melee weapons that have not yet been sorted and added to the armory (area 1-9).

The barrel of oil contains the equivalent of 256 pints of oil, worth a total of 51 gp and 5 sp. In trade goods, there are 3 gp worth of salt (60 lbs) and 5 gp worth of canvas (50 sq/yds). In addition, any number of mundane tools totaling no more than 30 gp in value can be found by searching through the crates, at the judge's discretion.

Area 1-8 — The Barracks: *This room is clearly a barracks. Simple bunk beds line the walls of this room, with a pair of small footlockers on the ground at the foot of each bed. A partially covered hooded lantern hangs from a chain over a small, round table in the center of the room. Four simple wooden chairs surround the table. Four fiendish figures clad in plate armor and carrying shields and sickle-shaped swords gather near the table.*

The lantern provides dim light throughout the room. The four figures are **minions of Set**. Unless the creatures have any reason to believe the characters are worshippers of Set, they immediately attack. Convincing the minions that the party are followers of Set could be accomplished by wearing a holy symbol of Set, having a holy symbol of Set displayed on a shield or other item of apparel, successful use of *Disguise Self*, or by succeeding on an opposed Personality check vs. the minions' Intelligence (+1).

Each footlocker has a simple lock that can be opened by a key carried by the minion of Set to whom it belongs (note that all who reside here are not currently in the room) or by a successful DC 17 Pick Lock check. Each contains the personal effects of its owner. Among the books and clothing of little practical value, a footlocker contains 3d6 cp, 2d6 sp, and a random trinket.

There are two additional **minions of Set** lying in their bunks. Characters who succeed on a DC 15 Intelligence check will notice them (preventing them joining with a surprise attack). If combat begins, they will join in on the second round. If combat does not break out, they are content to stay in their bunks and ignore any visitors.

Minion of Set (type I demon, Set) (6): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28 each; MV 20'; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 120', spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30'; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting (1/hour): A small number of cobras and vipers can spit poison. The spittle is a spray 30′ long x 20′ wide at its terminus. All within are affected by the snake's poison.

This fiendish humanoid has scales covering its serpentine face. It wears bronze plate armor and carries a shield emblazoned with a coiled cobra about to strike.

Area 1-9 — The Armory: *This room serves as an armory. Several wooden racks along the walls house a variety of weapons including clubs, swords, and bows. Several quivers of arrows hang from one of the racks near the center of the room. Five creatures, four humanoids with reptilian characteristics and the other resembling a lion with the upper half of a human female where the lion's head should be, occupy the room.*

A **lamia** inventories the weapons and ammunition in this room assisted by four **minions of Set**. They immediately attack anyone not presenting themselves convincingly as a follower of Set (as per area 1-8 above).

In total, this room contains 25 of each of the following weapons: club, khopesh, longbow, longsword, short bow, and short sword. There are only three quivers hanging on the wooden rack, each containing 20 arrows. Each of the four minions of Set carries a key to one of the footlockers in area 1-8.

Lamia (type II demon, independent): Init +4; Atk claw +8 melee (2d5+2 plus intoxication (-1d to all actions for 2d3 rounds, DC 15 Will save negates); AC 16; HD 8d8; hp 50; MV 40′, fly 40′; Act 2d20; Languages: all; SP demon traits, spellcasting (+8 spell check): Spells (1st) *blessing, profane flame, word of command*; (2nd) *poison touch*; SV Fort +12, Ref +10, Will +12; AL L; Crit 19-20 DN/d8.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Minion of Set (type I demon, Set) (4): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28 each; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 120′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

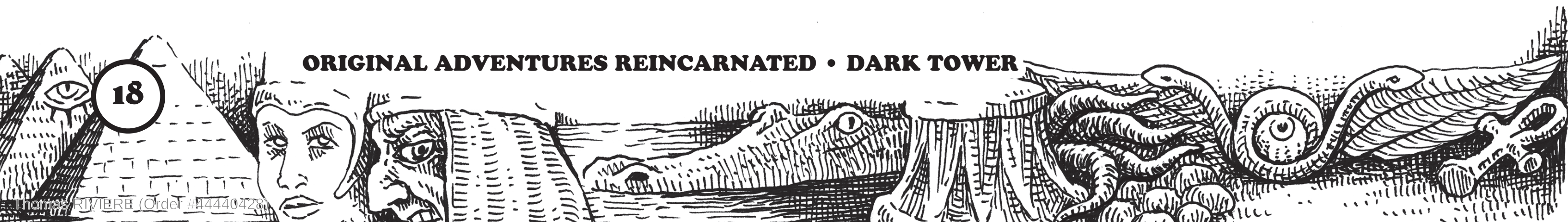
Spitting (1/hour): A small number of cobras and vipers can spit poison. The spittle is a spray 30′ long x 20′ wide at its terminus. All within are affected by the snake's poison.

Area 1-10 — The Cleric's Quarters: *This cozy private chamber gives the impression that the owner appreciates their comfort. A high bed is stacked with several heavy blankets as well as a black bear pelt. A small nightstand next to the bed has a marble top. In addition to a desk, chair, and well-filled bookshelf comprising a work area within the room, a low table with a rocking chair and ottoman on the other side of the chamber provides a comfortable area for relaxation.*

The door to this chamber is locked. These are the private quarters of Ur-Chisisi, the priestess from nearby Thinis, when she is not at the hamlet. Unknown to the residents of Thinis, Ur-Chisisi is a follower of Set and has been planning for Ophois' return for the past year. She is the one responsible for the un-dead incursions into Thinis and the resulting kidnappings, which have provided the raw materials for the creation of more even un-dead.

An unlit bullseye lantern, an abacus, several blank sheets of parchment, and a pen and an inkwell sit atop the desk. Characters who explore this room and succeed on a DC 12 Intelligence check discover Ur-Chisisi's journal which reveals her duplicitous nature (see **Player Handout 5**), as well as the secret location and activation requirements for Ophois' pocket dimension (see **Player Handout 6**).

Ur-Chisisi is not in this room but can be found in the temple of Set (area 1-13).



The nightstand drawer contains a small sack of 1d7 × 50 gp in assorted coins (silver and gold) and semi-precious gems (jasper moonstone, onyx, and quartz). The bookcase contains primarily mundane reading material, but a volume entitled "Tila's Guide to Assassination for Fun and Profit" contains an oddly folded sheet of paper which sticks awkwardly out of the closed book. The folded sheet is actually a scroll of *restore vitality* (as per spell result of 22). The bear pelt on the bed could fetch 60 gp in any large city.

Area 1-11 — The Necromancer's Quarters: *This small chamber serves as someone's private quarters. A bed, nightstand, chair, desk, and well-stocked bookshelf fill out the room.*

The door to this room is locked. This small bedroom/study combination serves as the private quarters for Sadiq Almawta, a necromancer and devout follower of Set. An unlit lantern sits atop the desk next to a short stack of blank paper, and a pen and an inkwell filled with black ink. The tomes on the bookshelf cover diverse topics including anatomy, biology, herbology, the preservation of meat for extended periods, sewing, taxidermy, and vivisection.

Sadiq is not in this room but can be found in the embalming room (area 1-17).

Sadiq keeps a coin pouch in his nightstand drawer that contains 1d5 × 100 gp of coins rolled into cylindrical paper tubes of 50 coins each with any excess remainder just loose in the pouch. A second small pouch in the nightstand holds a blend of exotic looseleaf tea. The pouch contains enough to brew five cups of tea. Anyone consuming a fresh cup of warm tea brewed with this herbal medley heals 1d3 hit points and is granted a +1 bonus to any required saving throws against fear effects for 1 turn.

Area 1-12 — Snake Pit: *A narrow rope and wooden plank walkway suspended from the ceiling precariously crosses this open circular chamber. Looking 30' below, countless snakes writhe and twist among each other; their sheer volume completely concealing the floor that must exist below them.*

The suspended rope bridge over this area is as precarious as it looks. For this reason, many of the inhabitants of this dungeon avoid using it. The bridge may only be crossed in a single file and each PC that attempts to cross must succeed at a DC 13 Agility check or fall off into the snake-filled pit below. While crossing the bridge, the PC must make additional Agility checks each round they are on the bridge and attempting to move, with the DC increasing by 1 on every consecutive round. For each additional PC on the bridge at the same time, the DC also increases by 1. Characters who stop on the bridge, hold the ropes tightly, and do not move do not have to make an Agility check on that round.

If more than three human-sized beings step out on the bridge, a successful DC 13 Intelligence check reveals there is too much stress on the bridge, and it is going to collapse. One round later, or as soon as a fourth PC steps out onto the bridge, the ropes snap. PCs within 25' of either end who succeed on a DC 17 Reflex save manage to grab ahold of some of the shredding rope as the bridge breaks and do not get dropped into the pit.

At the bottom of the pit are fifteen **swarms of poisonous vipers** which conceal a single **giant viper** among them. Characters actively observing the creatures who succeed on a DC 20 Intelligence check gain an occasional glimpse of something of great girth winding its way through the other serpents.

Any character that falls into the pit automatically suffers 3d6 damage from the fall (for every damage die that comes up a 6, the victim breaks a bone; see Falling, p. 96, DCC RPG). They are then attacked by each adjacent swarm and the giant poisonous snake if the creatures have not already used their actions this round.

Poisonous viper swarm (15): Init +4; Atk swarming bite +1 melee (1d6 plus poison (1d3 Stamina, DC 16 Fort save or death); AC 10; HD 4d8; hp 18 each; MV 30'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

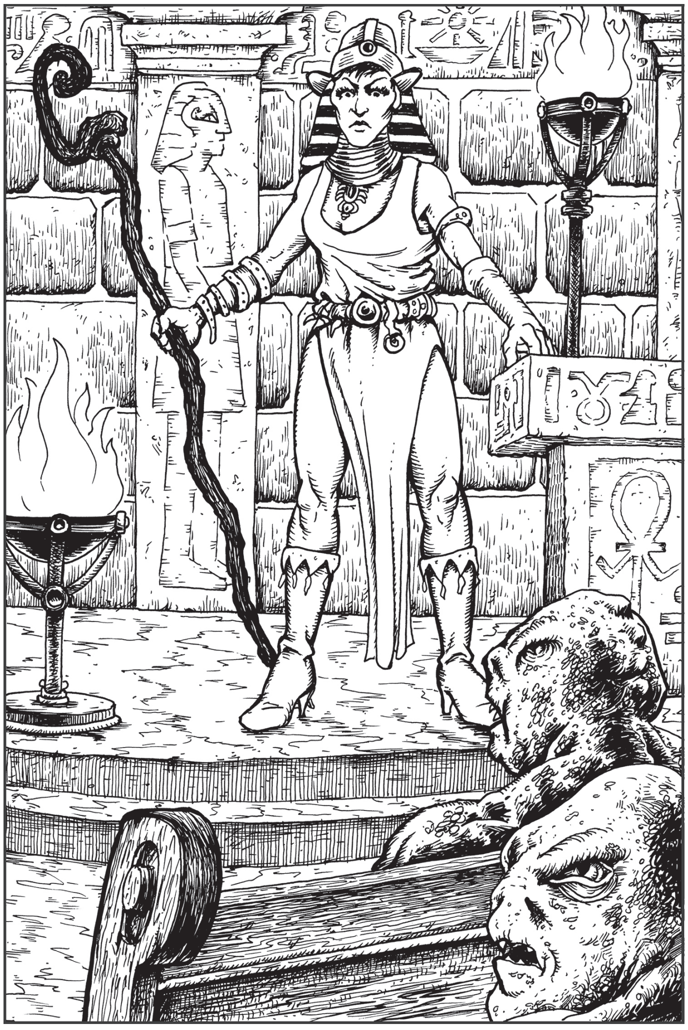
Viper, giant: Init +6; Atk bite +8 melee (3d6 plus poison (1d4 Stamina, DC 12 Fort save negates); AC 16; HD 4d8; hp 25 each; MV 30'; SP poison spray (1/hour); Act 1d20; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d10.

Poison spray (1/hour): As an action, the giant viper can spit poison. The spittle is a spray 30' long x 20' wide at its terminus. All within the spray area are affected by the snake's poison.

Area 1-13 — The Temple of Set: *This 65' wide by 20' deep chamber appears to be a place of worship. An altar against the back wall is flanked by three benches for worshipers on either side. The walls of this room are covered in colorful frescoes depicting serpents, severe weather, desert scenes, and acts of violence committed by humanoids against one another. There are two additional doors in the room: one in the northeast corner and one in the northwest corner. A woman stands on the altar, addressing several fellow worshippers seated among the benches in a strange, sinister-sounding language.*

This area is dimly lit by an array of candles on the altar. The woman atop the altar is **Ur-Chisisi**, the cleric from the hamlet of Thinis. She has worshiped Set for years but has managed to conceal it from the citizens of Thinis, many of whom consider her an upstanding leader within the community. She is addressing four seated **minions of Set** in Demonic. Characters that speak Demonic realize she is leading a prayer to Set.

Once Ur-Chisisi spots the characters (a fairly simple task, given she is standing directly across from the only door



leading into the room), she attacks and orders the minions to "exterminate the intruders for the glory of Set!"

Ur-Chisisi wears, on a chain around her neck, key number one of four required to access Ophois' pocket dimension (see **Player Handout 7**). Characters who can read Chaos or those that can read either Common or Demonic and succeed on a DC 20 Intelligence skill check realize the key is in the shape of an ancient pictogram representing the word "sky". She also carries a ring of keys that open every door in this underground level.

Ur-Chisisi (priestess of Set): Init +0; Atk *crook of Set* +8 melee (1d5 plus poison (1 Stamina plus blindness, DC 15 Fort save negates blindness) or flail +5 melee (1d6); AC 15 (chainmail); HD 8d8; hp 60; MV 25′; Act 2d20; Occupation: merchant; Languages: Common, Demonic; SP cleric abilities ((+9 spell check): *cause harm*, *divine aid*, *lay on hands*, *turn unholy*), infravision 60′, immune to *sleep, charm,* and *paralysis* spells, sworn against Mitra, scroll of *righteous fire,* scroll of *weather control,* spellcasting (+9 spell check): Spells (1st) *animal summoning* (snakes only), *blessing*, *darkness*, *holy sanctuary, paralysis, profane flame* (see Appendix D), *serpent missile* (see Appendix D), *silence*; (2nd) 6 *banish*, *curse*, *poison touch* (see Appendix D), *restore vitality, snake charm, snakeskin* (see Appendix D); (3rd) *animate dead, bolt from the blue, mystic serpent* (see Appendix D), *remove curse, spiritual weapon*; (4th) *affliction of the gods, vermin blight;* SV Fort +3, Ref +2, Will +6; AL C; Crit III/d14.

Cause harm: A cleric of Set may inflict damage in a similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Divine aid: Ur-Chisisi can use an action to call on Set to intervene on her behalf in a time of great need. On a *divine aid* spell check Set intervenes on a DC 15 or more. The judge decides what the aid entails, but it should be equivalent to any cleric spell.

Sworn against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures and commoners.

***Crook of Set* (*+3 mace*):** INT 14; AL C; Banes: Lawful creatures (Shattering blow; on a critical hit, weapon inflicts an additional 1d10 damage), humans (Festering wound; weapon inflicts an additional 1d6 damage to bane, then *another* 1d4 damage on following round), elves (Extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20)); Communication: telepathy; Special Purposes: protect the Chosen Sons of Set, reward the ambitious at all costs; SP armor-breaker (on any critical hit, the opponent's armor is destroyed, in addition to other effects), infravision 60′, poisonous strike (a successful hit inflicts a poison (1 Stamina plus blindness, DC 15 Fort save negates blindness)), summon creature (poisonous viper swarm (3/day)), thunder strike (in place of an attack, the wielder may strike the ground to create a resounding boom of thunder. All enemies within 40′ suffer 1d8 points of damage (no save)).

Poisonous viper swarm: Init +4; Atk swarming bite +1 melee (1d6 plus poison (1d3 Stamina, DC 16 Fort save or death); AC 10; HD 4d8; hp 18; MV 30′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

Minion of Set (type I demon, Set) (4): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28 each; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon taits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 120′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting (1/hour): A small number of cobras and vipers can spit poison. The spittle is a spray 30′ long x 20′ wide at its terminus. All within are affected by the snake's poison.

Area 1-14 — Incense Storage: *The most striking thing about this small 15′ x 15′ room is the shocking assault on one's senses when the door is initially opened. Several racks line the walls in this room, each filled with various incense sticks, preserved flowers, and perfumes, seemingly for use during worship in the adjoining temple. The combination of potent smells in this room nearly takes one's breath away.*

When the door to this room is opened, any non-follower of Set (the followers are used to it by now) within 10′ of the door or that enters the room must succeed on a DC 10 Fort save or begin sneezing uncontrollably. The effect lasts for 1 turn after the characters leave the chamber (immediately ending if the PC goes outside to get fresh air). Sneezing characters suffer a -1d penalty on all Sneak Silently or other stealth-related checks.

If the characters take any of the materials from this room, they should plan on taking special precautions to reduce their scent when packaging them, else creatures within 30′ of the party will be aware of the PC's presence (+10 on any checks made to detect them) due to the scent.

Area 1-15 — Utility Area: *This small room is apparently for storing materials used during worship ceremonies. A large assortment of books, candles, and paraphernalia emblazoned with serpent motifs overflows from the shelves lining the walls onto a simple wooden desk. An unlit hooded lantern hangs on the wall by the door. A dusty manikin of a humanoid with a jackal's head stands in one corner. Beyond the religious paraphernalia, the desktop is also littered with various handwritten papers. An uncomfortable-looking wooden chair and a short bookshelf are the only other furniture in this chamber.*

The jackal-headed manikin in the corner is a heavily stylized **iron golem**. It attacks once anyone disturbs it or moves towards the desk.

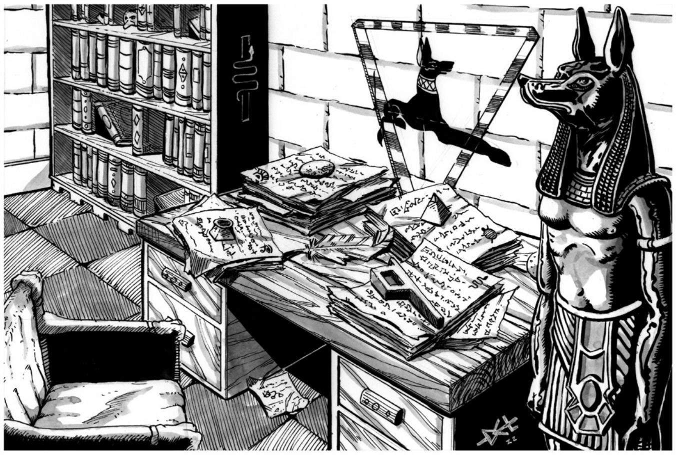
The stack of papers on the desk includes a diagram of area 1-1 detailing the shapes of, and the required positions for, the four keys, information on how to access the pocket dimension, and notes on the recent kidnappings in Thinis (see **Player Handouts 6** and **8**).

Among various religious histories and prayer books on the bookshelf is a volume entitled "The Sons of Set". If a character spends at least 1 turn looking through this book, they will learn the information detailed in **Player Handout 9**.

On the desk, acting as a paperweight for the stack of documents there, is key number three of four needed to open the portal to the pocket dimension (see **Player Handout 10**). Characters who can read either Common or Demonic and succeed on a DC 13 Intelligence check realize the key is in the shape of an ancient pictogram representing the word "deity" or "god".

Iron golem: Init +1; Atk fist +8 melee attack (1d16+4); AC 22; HD 21d10; hp 100; MV 30′; Act 2d20; SP golem traits, true sight, acidic mist (2/day), magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +6, Ref +2, Will +0; AL N; Crit M/d30.

Acidic mist (2/day): The iron golem releases a cloud of acidic mist in a 10′ radius inflicting 5d10 damage (DC 15 Reflex save for half damage).



Elemental healing (fire): An iron golem is healed by exposure to fire damage. When damage is inflicted by fire, the iron golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep*.

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

True sight: The iron golem's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. An iron golem can see invisible creatures and is never fooled by illusions.

Area 1-16 — Un-dead Storage: *This rough-hewn cavern lies in striking contrast to the rest of the finished passages you have seen so far. The cavern has been crudely excavated relatively recently, as rubble still litters the floor of the chamber. The most striking characteristic of the area, however, are the rows of desiccated corpses that stood motionless and silent...right until you opened the door...*

The door to this room is locked. Stored in this cavern are a large group of un-dead dedicated to Set. Several are quite old while others, less decayed, are all that remain of recent kidnapping victims from Thinis. There are ten **skeletons** and ten **zombies** in the room that immediately move to attack anyone who is not a follower of Set. Unless characters block their exit once the door is opened, the creatures will pour out into the hallway and continue to do so as long as available hallway space permits and the room is not yet emptied.

One the second round of combat, two **wraiths** exit the walls and attack the party as well. They will attempt to use their draining touch on the most convenient targets and then use their incorporeal nature to hide in the walls until the next round.

Any un-dead remaining when the characters leave this chamber will continue to wander the corridors and pursue the party unless the door to the chamber is closed.

Skeleton (10): Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6; hp 4 each; MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Wraith (2): Init +3 (surprise); Atk draining touch +8 melee (2d3 points from a single physical attribute, player's discretion); AC 13; HD 5d12; hp 35 each; MV fly 50′; Act 2d20; SP un-dead traits, horrid appearance, incorporeal, immune to weapons of enchantment of +2 or less; SV Fort +4, Ref +6, Will +8; AL C; Crit U/d10.

Horrid appearance: Simply glimpsing the wraith causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -2d attack penalty.

Zombie (10): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 10; MV 20′; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C; Crit U/d8.

Un-dead traits: Wraiths, skeletons, and zombies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 1-17 — Embalming Room: *This room has the appearance of a large alchemical laboratory, as several tables are covered with racks of vials and beakers filled with oddly colored and sharp-scented liquids. In the middle of the room, a table bears the outline of an unmoving, reclined humanoid, covered completely by a blood-stained white linen sheet. A robed humanoid stands over the figure. Flames flicker from a candle-filled chandelier over the center of the room, brightly illuminating the chamber.*

Under the sheet is a **flesh golem** that **Sadiq Almawta** (see below) has been working on. The creature is awake and alert but remains motionless while covered by the sheet. If Sadiq sees the characters enter the room, he pulls off the sheet and orders the golem to attack. Otherwise, if the sheet is removed or the golem is otherwise disturbed, it attacks.

The door on the southern wall of this room that leads to the tomb (area 1-18) is locked from this side. It can easily be unlocked (DC 8 Pick Lock check) and opened from this side.

If the characters spend 1 turn going through the materials in this room (assuming there wasn't a fire), they can recover alchemical supplies and leatherworking materials worth 50 gp. Sadiq also carries key number two of four for accessing Ophois' pocket dimension (see **Player Handout 11**), and keys to the doors in areas 1-7, 1-9, 1-11, 1-16, 1-17, and 1-18. Characters who can read Chaos or those that can read either Common or Demonic and succeed on an appropriate DC 20 skill check realize the key is in the shape of an ancient pictogram representing the word "land" or "earth".

If the golem drops to 20 hit points or less, it automatically goes berserk. The first time it attacks an object, it causes some of the flammable chemicals to combust, causing 2d6 damage to each adjacent creature. Each creature catches on fire and suffers an additional 2d6 damage at the start of each of their initiative counts unless they spend an action to make a successful DC 12 Reflex save to extinguish the flames on them.

Sadiq Almawta (wizard): Init +0; Atk dagger +4 melee (1d4) or *+1 staff* +5 melee (1d4+10); AC 15 (chainmail); HD 9d4+9; hp 45; MV 30′; Act 1d20+1d20 (spells); Occupation: grave digger; Languages: Common, Angelic, Chaos, Dragon, Dwarf, Elf, Demonic, Giant, Serpent-Man; SP infravision 60′, immune to *sleep, charm,* and *paralysis* spells, sworn against Mitra, scroll of *righteous fire,* scroll of *weather control,* spellcasting (+13 spell check): Spells (1st) *cantrip, chill touch, detect magic, force manipulation, magic missile* (+15 spell check), *magic shield*; (2nd) *arcane affinity* (necromancy), *mirror image* (d16 action die), *wizard staff;* (3rd) *animate dead* (d24 action die), *dispel magic, fly, lightning bolt, sword magic*; (4th) *control ice, polymorph*; (5th) *magic bulwark, mind purge* (+2 spell check); SV Fort +5, Ref +5, Will +7; AL C; Crit I/d14.

Sworn against Mitra: Sadiq is sworn to defeat the minions of Mitra. When battling the forces of Mitra, Sadiq gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures and commoners.

***Wizard staff of Sadiq Almawta* (*+1 staff*):** staff +1 melee attack (1d4+10); +2 to AC & saves, infravision 60′, light (20′, at will), +2 to spell checks (*magic missile*, *mind purge*), magic resistance (all spells cast against Sadiq are subject to 20% chance of failure before saves are rolled), spellburn reservoir (10 points), un-dead control (all un-dead within 60′ obey Sadiq's commands, as follows: 1 or less HD = automatic; 2-4 HD = DC 16 Will save to resist; 5+ HD = DC 12 Will save to resist).

Flesh golem: Init +1; Atk slam +9 melee attack (2d8+5 plus grapple); AC 15; HD 8d10; hp 44; MV 30′; Act 2d20; SP golem traits, infravision 60′, berserk, crush, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), vulnerable to fire (double damage); SV Fort +8, Ref +4, Will +0; AL N; Crit M/d24.

Berserk: Whenever the golem is reduced below 20 hp it goes berserk attacking the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks a nearby object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed.

Crush: While grappled, victims suffer 1d8+5 damage at the start of each round. Breaking free required a DC 15 Strength check. The flesh golem can grapple two targets at once.

Elemental healing (electricity): A flesh golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the flesh golem is instead healed by the same amount.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Vulnerable: The flesh golem suffers double damage from fire.

Area 1-18 — The Tomb: *This large, rectangular crypt contains 18 sarcophagi arranged in three rows with six coffins in each. The top of each stone coffin bears a life-size likeness of a peaceful, reclining humanoid, their arms crossed on their chests.*

Magic- in this room dampens any fire present. Non-magical sources are automatically extinguished when in the room and any fire damage inflicted is automatically halved (save for no damage instead of half). Creatures that are vulnerable to fire (such as the mummies in the room) would suffer the full damage rolled (but not double damage) on a failed saving throw and only half damage on a successful saving throw.

The door on the northern wall of this room that leads to the embalming room (area 1-17) is locked from the other side. Picking the lock requires a successful DC 18 Pick Lock check. Sadiq Almawta carries the key on his person (see areas 1-11 and 1-17).

There are eight **mummies** within the sarcophagi in this room. One round after the PCs enter, three mummies will leave their tombs (marked 'a' on the map) and attack. On the following round, two more exit their tombs (marked 'b' on the map). Finally, on round 3, the last three remaining mummies will exit their tombs (marked 'c' on the map).

Each of the eight occupied sarcophagi contain 2d4 art objects (tools, idols, ritual items, etc.) valued at 25 gp each that were interred with the original occupant. In one of the crypts, there is also a single wax-stoppered vial which contains a potion of *shrinking* (p. 225, DCC RPG).

Mummy (8): Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or club +3 melee (1d6+2); AC 11; HD 8d12+8; hp 60 each; MV 20′; Act 1d20; SP damage reduction 5, mummy rot (1 Stamina loss per day (DC 12 Fort save negates)), vulnerable to fire (double damage), un-dead traits; SV Fort +4, Ref +2, Will +10; AL C; Crit U/d12.

Choke: A mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d4 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d4 damage. If the third attack succeeds for a third round, the attack causes 3d4, then 4d4, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save

negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: A mummy suffers double damage from fire.

PART 2: ...WITH THE SKY ABOVE

The pocket dimension is depicted on **Maps 2-2**, **2-3**, and **2-4**.

GENERAL FEATURES

The ceilings and walls of the pyramid are made of a strange, unnatural material that seems firm, but less hard than stone (almost plastic-like). There is no evidence of the walls having been tooled or worked, but they are smooth to the touch. Because of this, they are extremely difficult to climb (requires a successful DC 22 Climb Sheer Surfaces check) but are easier at accepting driven pitons or hammered spikes than normal stone. For the purposes of magic, the material comprising the pyramid does not count as clay, dirt, plaster, sand, stone, or wood. Unless otherwise specified, doors are made of the same plastic-like material as the pyramid itself (AC 17, 27 hp) and are unlocked. Locked doors require a successful DC 17 Pick Lock check to open.

Outside the pyramid there is a pervasive dim light that illuminates everything, although its source cannot be determined. Inside the pyramid, all areas are completely dark unless otherwise specified in the room descriptions. The entrances to the pyramid (area 2-5 and 2-6) are dimly lit by the external ambient lighting for the first 30′.

AIR SHAFTS

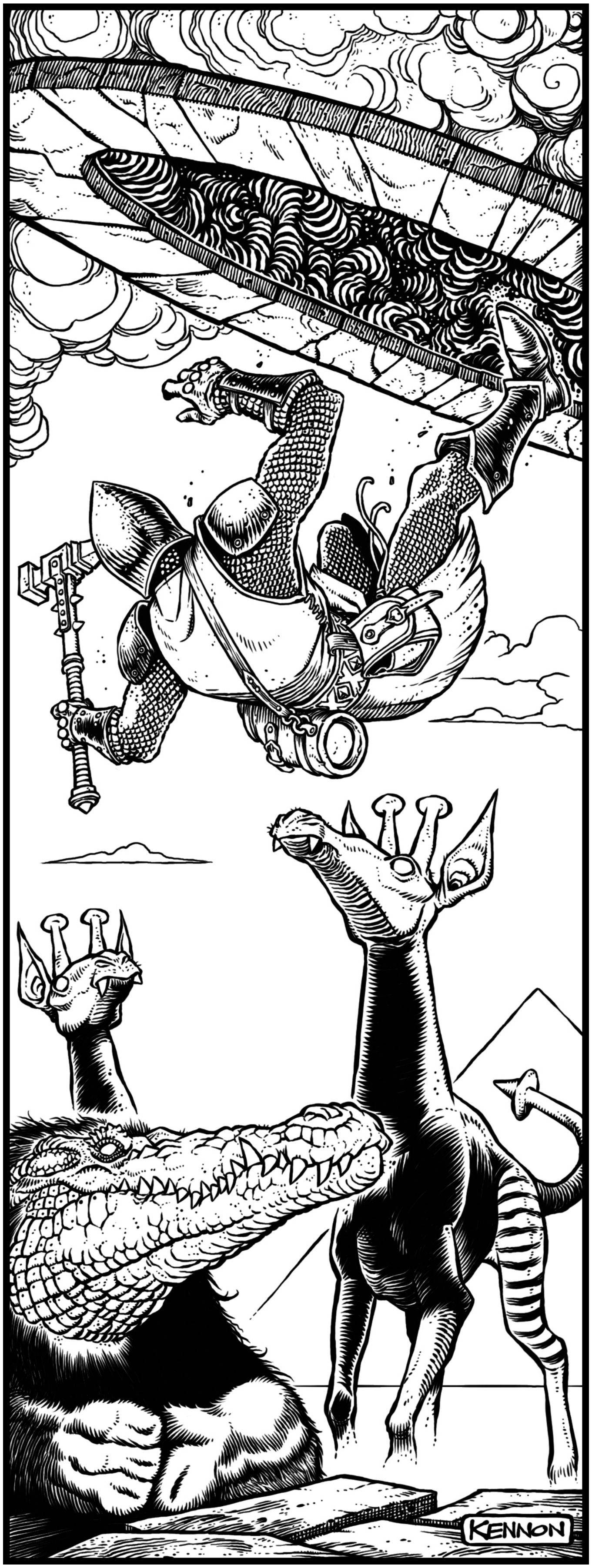
There are two air shafts on the pyramid, one on the front and one on the back (areas 2-12 and 2-16). These passages are tiny (2½′ on a side) and are meant to provide a source of circulating air and temperature control to the inside of the structure. One is 100′ up on the side of the pyramid facing the portal and the other is 375′ up the side of the pyramid with the entrances. These air shafts are practically invisible from the ground (due to the distance and small size) but could be discovered by flying or climbing characters should their visual range and altitude permit. Smaller PCs (such as dwarves and halflings) could squeeze through at half their normal movement rate.

ALL-SEEING EYE

On the top 40′ of the pyramid is a huge carving depicting a stylized eye (see **Player Handout 12**). Clerics or others with an appropriate occupation making a DC 13 Intelligence skill check realize the eye is a representation of the left eye of Horus, Set's nephew. According to legend, Set plucked out and stole Horus' left eye while his nephew was asleep. Although it is a carving, the depiction moves slowly to the left, seeming of its own accord, rotating to the next side of the pyramid every four rounds and completing a full loop around the pyramid's peak every 16 rounds. When the characters arrive in the pocket dimension, the eye is facing "east" (see **Directions**, below) and will move to face areas 2-1 and 2-2 4 rounds after the characters arrive through the portal. The all-seeing eye makes all invisible PCs on the side of the pyramid it faces visible. The effect goes away once the eye rotates to a different pyramid face or if an otherwise invisible PC moves around to a different side of the pyramid (where the eye isn't currently "looking"). Fortunately for the characters, a fragment of Horus' essence is still contained within the eye and actively works to oppose Set. The eye can grant temporary minor boons associated with Horus' characteristic traits of healing, protection, and wisdom to those that come into conflict with forces supporting Set. If the characters engage in combat with any followers of Set outside the pyramid (essentially, anyone except the crawling kingsnake (see **Wandering Monsters**, below) or Damush the djinni in area 2-4) while under the watchful gaze of the eye, have them make a DC 12 Personality check. Grant the character with the highest success (rerolling ties) one of the following minor boons which lasts only while they remain within view of the eye, determined randomly by rolling 1d4.

d4 Roll	Minor Boon
1	The character heals 1d8 hit points or gains 1d8 temporary hit points.
2	The character gains +1 temporary bonus to AC.
3	The character gains a temporary +1 bonus to saving throws.
4	The character gains a temporary point of Luck.

Healing granted as a result of a minor boon does not go away when the character leaves the eye's sight. Any successful *dispel magic* will temporarily stun the eye, canceling all minor boons that are currently in play (but not its invisibility-canceling powers) and delaying its rotation to the next side for 1d4 additional rounds.



DIRECTIONS

Although there are no true cardinal directions in the pocket dimension (this realm does not have a magnetic field, making compasses useless), **Map 2-2** depicts a compass rose simply to provide relative reference points for locations.

SURROUNDING ENVIRONMENT

The areas outside the pyramid and the plaza consist of sandy desert with no signs of vegetation. The temperature is warm (77 degrees Fahrenheit/25 degrees Celsius) and there are no discernable air currents. The sky appears overcast and the dim light that pervades the area does not necessarily seem to originate from the sky. There is no visible horizon in the distance and walking in any direction for more than 5 minutes brings one back to the same place they left from. Inside the pyramid, air shafts (areas 2-12 and 2-16) keep the temperature consistent with that found outside, except in the most extreme areas (area 2-8, 2-9, and 2-15).

TIME

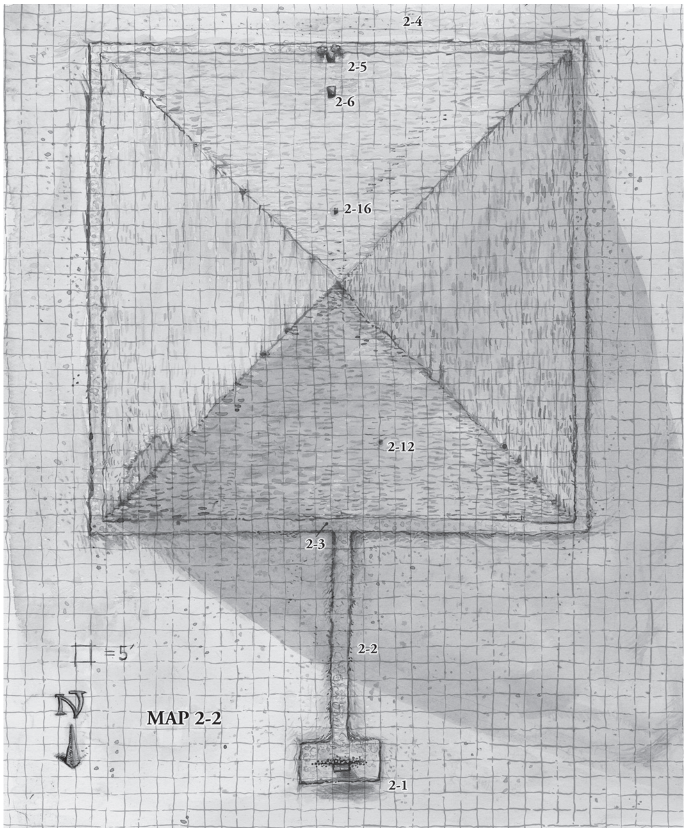
Time passes much slower in the pocket dimension than it does in the outside world at a rate of about 1:60. One round in the pocket dimension is equal to 1 turn in the real world while 1 turn is equal to 10 hours. For Ophois to remain hidden away for a year in real time, he only needs to stay in the pocket dimension for a little over six days. Use the following table as a guide to determine how much time has passed "on the outside" while the characters are in the pocket dimension.

Time in Pocket Dimension	Time in Real World
1 round (10 seconds)	1 turn (10 minutes)
1 turn (10 minutes)	10 hours
8 hours (overnight sleep)	20 days
1 day	2 months (60 days)
6.08 days	1 year (365 days)

If you have not already played the other adventures in the *Dark Tower* series and wish to do so, you may want to omit this time displacement if it would result in the characters remaining in the pocket dimension past the end of the 1 year period they have to defeat all four of Set's Greater Sons.

WANDERING MONSTERS

There are no wandering monsters inside the pyramid. Outside, a **child of Apophis**, the Great Serpent (see below), patrols the area around the pyramid. It surfaces and attacks anyone that steps off the plaza leading to and surrounding the pyramid. It also surfaces



to attack if any activities occur that disturb the areas off the plaza (combat, explosions, etc.). The child of Apophis attacks indiscriminately, targeting the PCs and their opponents alike, simply attacking the most convenient target(s). The followers of Ophois are all aware of the creature and know what precautions to take (e.g., stick to the plaza, don't make big "booms" in or around the sand) to typically avoid it.

Child of Apophis (60', 1,500 lbs): Init +8; Atk bite +10 melee (4d12 plus poison (DC 26 Fort save or death) and swallow whole); AC 25; HD 12d10; hp 130; MV 50', burrow 30'; Act 2d24; SV Fort +15, Ref +8, Will +10; AL N; Crit 22-24 G/d6.

Swallow whole: If the child of Apophis succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer damage but is now trapped in the serpent's stomach, where it suffers 8d8 damage (half damage if immune to acid) each round thereafter. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 30 points of damage against AC 25.

This gargantuan serpent is golden colored and is capable of swallowing men whole without effort.

Area 2-1 — The Portal: *You are falling towards a massive pyramid in a vast expanse of desert. No, that's not right. You were falling towards the pyramid, but the direction of your movement has shifted. You are now falling sideways. You land on the ground with a hard thud as you realize the plane of the portal you entered was not the same as the position of the portal on this side...wherever this side is... From your vantage point on the ground, you see that your arrival has apparently interrupted the rest of several unusual animals who happen to be encircling your current position.*

This side of the portal is a vertical surface, unlike the roughly horizontal position it had back where the PCs entered from (area 1-1). PCs who enter the portal by dropping or flying into it will be ejected on this side initially traveling horizontally, before the gravity of the pocket dimension takes effect and immediately pulls them, vertically, to the ground.

Exiting the portal on this side has several effects:

- Magical flying effects (as opposed to those involving natural wings) are canceled or dispelled when flying through the portal, meaning that characters who flew into the horizontal portal through the use of magic, as well as those that simply "dropped" through the portal, will fall to the ground, taking 1d6 damage (for every damage die that comes up a 6, the victim breaks a bone; see Falling, p. 96, DCC RPG), and ending up prone.
- Any ongoing spells immediately end due to the time dilation.
- Any effects which are time limited immediately go away.

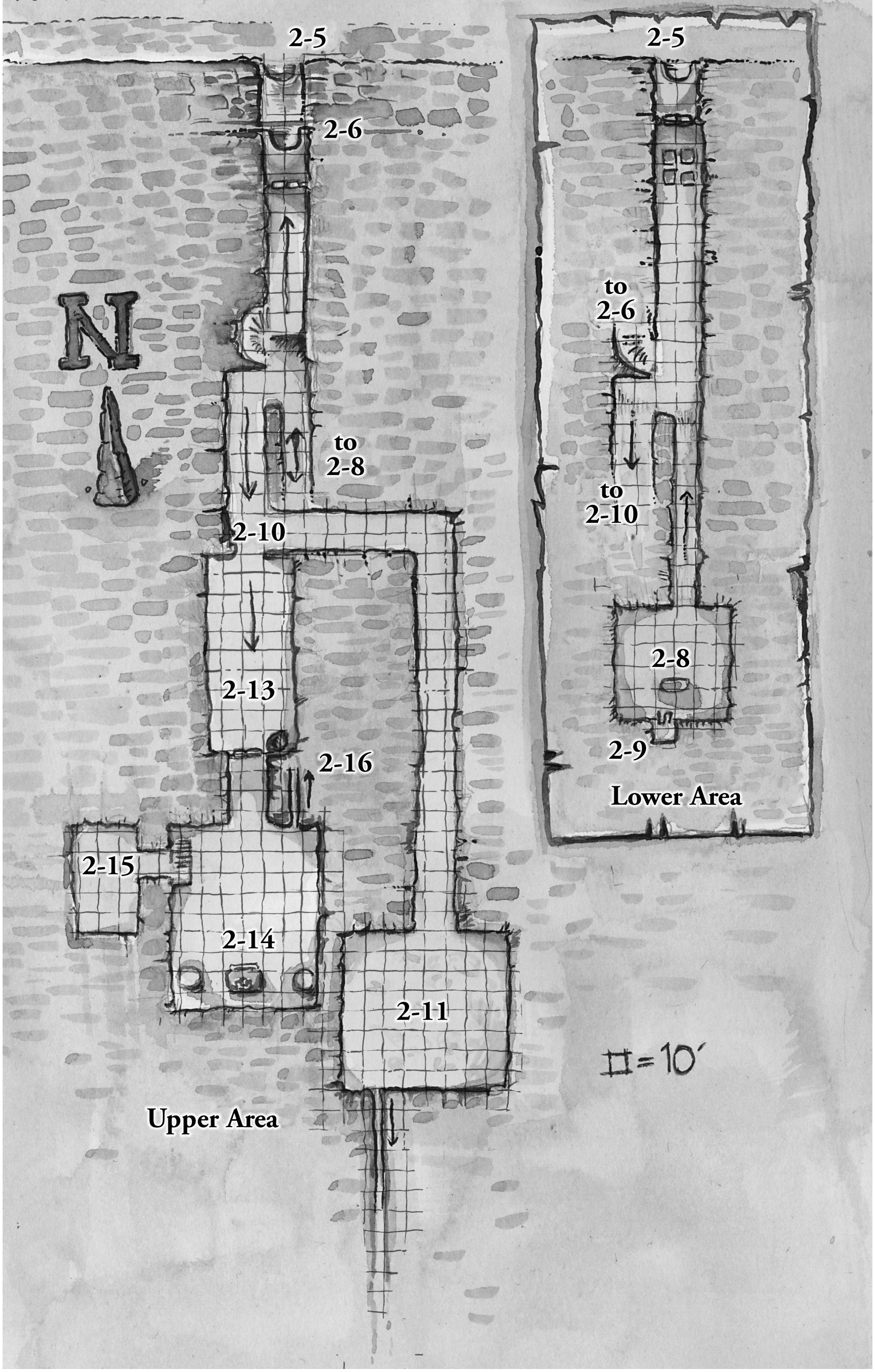
It is impossible to pass back through the portal from this side without a *token of return* (see Appendix D) keyed to this side of the portal in one's possession. A stockpile of these items can be found in the treasure room (area 2-15).

Lying on the ground prone and relaxing around the portal are three "watchdogs": an **ammit** and two **sha**. They immediately attack anyone coming through the portal that is not a follower of Set. None of these creatures will willingly leave the cobblestone plaza, as they know the child of Apophis (see **Wandering Monsters**, above) patrols the area from under the sands.

Ammit (type IV demon, Set): Init +6; Atk claw (x2) +12 melee (3d10+4) and bite +16 melee (1d16+4 plus grapple (opposed Strength vs. +5 to escape)); AC 23; HD 16d12; hp 104; MV 40'; Act 3d20; SP demon traits, curse of locusts (p. 439, DCC RPG), swallow whole; SV Fort +12, Ref +10, Will +12; AL C; Crit 17-20 DN/d16.

Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120', immune to fire, cold, electricity, and gas, half damage from acid,

MAP 2-3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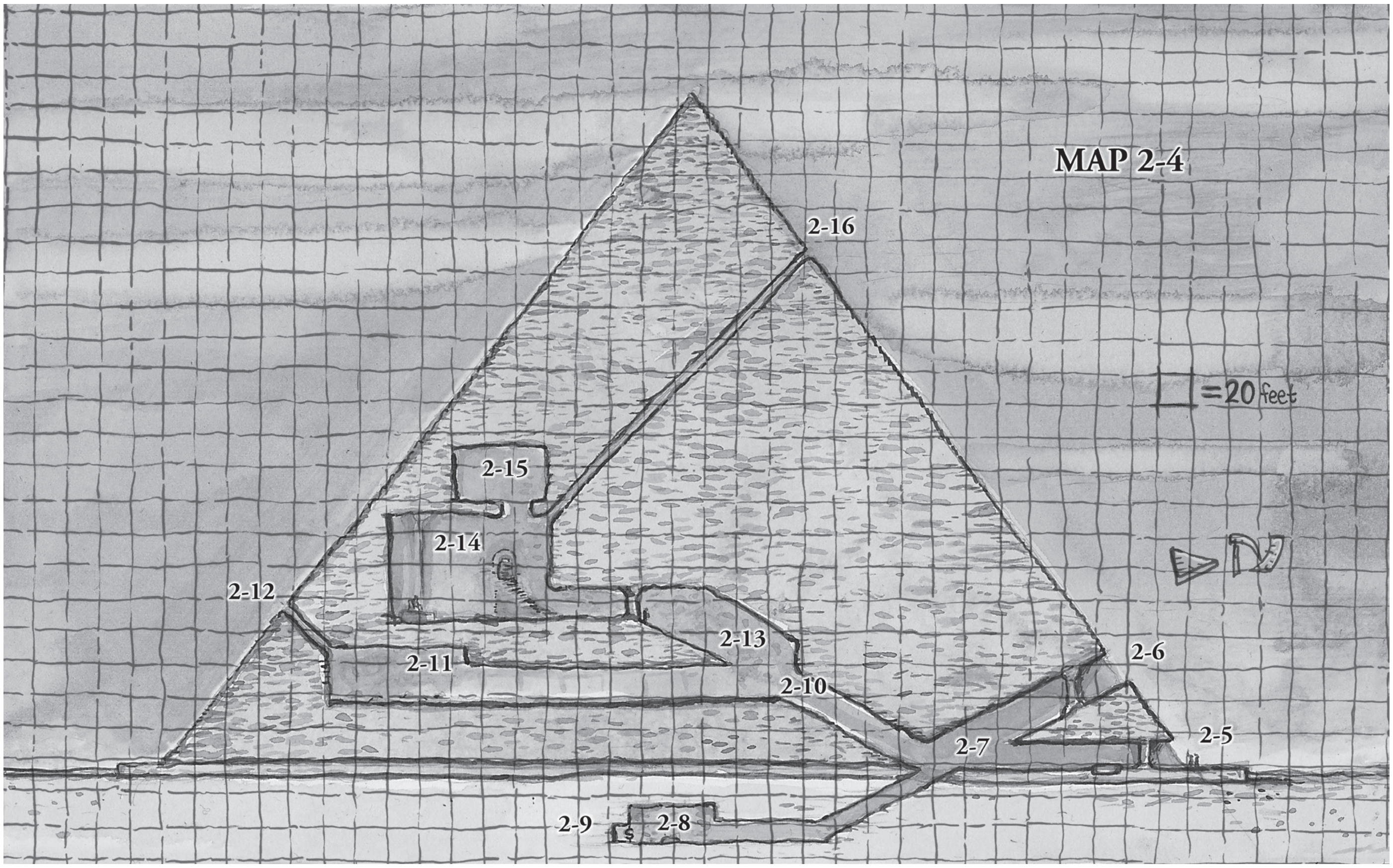


spellcasting (+16 spell check): Spells (1st) *darkness*, (3rd) *curse of locusts*.

Swallow whole: If an ammit succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer damage but is now trapped in the serpent's stomach, where it suffers 2d8 damage (half damage if immune to acid) each round thereafter. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 22.

This fiendish chimera has the hind quarters of a hippopotamus, the front legs and mane of a lion, and the head of a crocodile.

Sha (2): Init +2; Atk bite +6 melee (1d8+2), ram +6 melee (1d5+2) or tail +6 melee (1d7+2); AC 20; HD 10d8; hp 75 each; MV 40'; Act 3d20; SP infravision 60', thundering charge; SV Fort +4, Ref +1, Will +0; AL N; Crit M/d16.

Thundering charge: If the sha moves at least 20' straight towards a target and then succeeds in ramming its target, the sha automatically achieves a critical hit.

This creature resembles a cross between an okapi and a large greyhound dog in body shape, with a long stiff tail ending in a natural growth resembling a mace head and two long, squared-off ossicones on its head.

Area 2-2 — The Plaza: *A 20' wide road of cobblestone cuts through the desert sands in a straight path heading directly towards the massive pyramid in the distance.*

A group of sentries consisting of three **serpent-men** and one **serpent-man wizard**, each riding **griffons**, fly loops around the massive pyramid watching for any trouble. When they see any unknown characters traveling on the plaza, they swoop in to attack. Each rider carries 20 javelins in a quiver attached to the saddle of their mounts. The creatures all fight to the death as they fear displeasing Ophois much more than the characters.

Keep in mind that any attacks that hit the sand alongside the plaza (magic affecting the ground, missed missile fire weapons that may land in the sand, etc.) may draw the attention of the child of Apophis (see **Wandering Monsters**, above).

Serpent-man (3): Init +1; Atk bite +3 melee (1d4 plus poison (DC 14 Fort save (special)) or javelin +3 missile fire (1d6); AC 16 (scale mail); HD 1d10+2; hp 10 each; MV 30'; Act 1d20; SP illusion (1/day), hypnosis; SV Fort +2, Ref +1, Will +2; AL L; Crit III/d6.

Serpent-man wizard: Init +1; Atk bite +4 melee (1d4 plus poison (DC 14 Fort save (special)) or javelin +5 missile fire (1d6); AC 16 (scale mail); HD 3d10+6; hp 28; MV 30'; Act 1d20; SP illusion (1/day), hypnosis, spellcasting (+5 spell check): Spells (1st) *cantrip* (+7 spell check), *charm person,* *magic missile, magic shield*; (2nd) *forget, invisibility, phantasm* (+7 spell check); SV Fort +2, Ref +1, Will +2; AL L; Crit III/d8.

Hypnosis: A serpent-man can hypnotize lesser creatures. Any intelligent creature that looks into the serpent-man's eyes is susceptible. The hypnosis works even when the serpent-man is under illusion. The serpent-man casts the hypnosis at a +6 spell check; the victim must succeed on a Will save vs. the spell check result or be under the control of the serpent-man. Hypnotized creatures appear as in a daze and will perform tasks as commanded. Any suicidal or dangerous task allows a new Will save to resist. The hypnosis fades after 1d4 hours.

Illusion (1/day): As an action, a serpent-man can cast an illusion that causes its head to appear like that of a specific person. The illusion is complete—visual, tactile, auditory, olfactory—and is considered to have a spell check result of 30 for purposes of dispelling or disbelieving. The snake-man can reveal their true form if they so wish.

Poison: Roll d% for each serpent-man that hits with a bite attack: 25% cause blindness, 25% cause weakness (1d6 Str loss), and 50% cause painful spasms (1d6 damage).

Griffon (6): Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 7d10; hp 40; MV 30', fly 80'; Act 2d20; SP none; SV Fort +7, Ref +8, Will +4; AL N; Crit M/d12.

Area 2-3 — The Walkway: *At the base of the pyramid, the cobblestone path stretches out to the right and left, running adjacent to the bottom edge of the massive structure. It appears to run in both directions as far as you can see.*

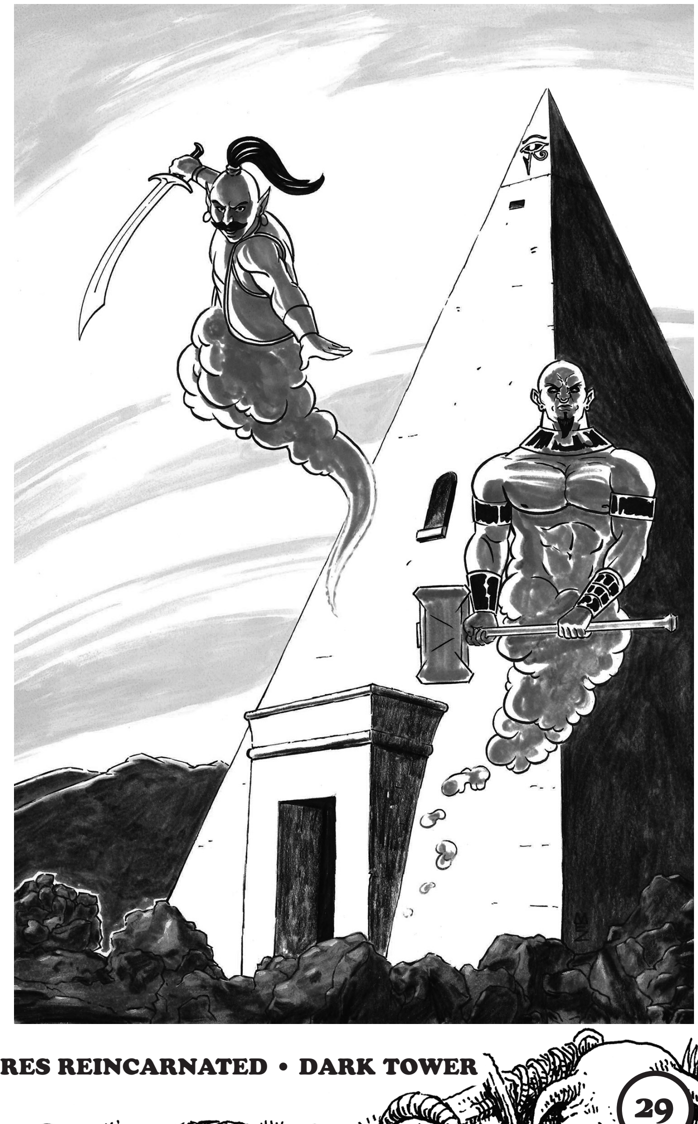
The walkway, whose purpose is to give a path of travel around the pyramid safe from detection by the child of Apophis (see **Wandering Monsters**, above), does indeed encircle the entire pyramid.

Area 2-4 — Princes of the Earth and Air: *Two large humanoids, one with blue skin and one with brown, both bearing large weapons, float through the air in your direction, their unfriendly intent easily readable upon their faces.*

Wamnifa and Damush, **Elemental Princes of Earth and Air** respectively, stand guard outside the thieves' entrance to the pyramid. Their services were granted as a gift to Ophois by his paternal grandparents (Geb, "the earth", and Nut, "the sky"). The guards attack anyone they do not recognize. Damush prefers to remain flying and to enter combat using spells and missile fire attacks over melee, when he can. Damush secretly resents his assignment but does not see any other options available to him at this time. If the characters get Wamnifa below 1/3 of his hit points (32 or fewer), Damush will offer to make a deal with one of the characters: he will change sides and help defeat Wamnifa in exchange for his freedom. If the character agrees, Damush will immediately turn on Wamnifa.

If Wamnifa is defeated, Damush will thank the party for his freedom (if he made an agreement with one of the characters) or surrender and stop fighting, explaining that he wishes the characters no further harm and just wants to return home. If the characters permit him to leave, he thanks them and wishes them luck (he has never explored the inside of the pyramid, so has little useful information on what other challenges may lie inside). If asked about the Chosen Son of Set, Damush will describe him as "a massive lizard with multiple heads that can walk on his two hind legs" but has little to offer beyond that. He will not accompany the party inside the pyramid under any circumstances and will head directly to the portal in area 2-1 to use his *token of return* to exit the pocket dimension shortly after the completion of combat and the exchange of pleasantries.

Damush (elemental prince, air): Init +12; Atk slam +12 melee (2d16) or hurled object +12 missile fire (1d12, range 100); AC 20; HD 24d8; hp 108; MV fly 50'; Act 3d20; SP cyclone, pick up opponent, elemental traits, *token of return* (see Appendix D), spellcaster (+10 spell check): Spells (1st) *choking cloud, color spray, detect magic, feather fall, force manipulation, magic shield*; (2nd) *invisibility, invisible companion,*



knock, levitate, phantasm; (3rd) *consult spirit, dispel magic, fly, gust of wind, lightning bolt*; (4th) *polymorph, wizard sense*; SV Fort +10, Ref +15, Will +12; AL N; Crit M/d30.

Cyclone (1/turn): Damush can take a round to whip his winds into a full-fledged cyclone. On the second round, after the cyclone is formed, Damush transforms into a reverse cone, 15′ wide at the bottom and up to 100′ tall, with a width equal to its height. The cyclone lasts only 1d3 rounds, but during that time, everything touched by Damush's normal course of motion suffers 8d6 damage.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Pick up opponent: Damush can pick up even a giant-sized creature. Opponents may make an opposed Strength check (versus +8) or be flung upwards 1d6 x 10′, taking 1d6 damage per 10′ fallen as a result.

Wamnifa (elemental prince, earth): Init +12; Atk burning touch +12 melee (4d8 plus burn (1d6, DC 12 Ref save or catch fire)) or flaming bolt +12 missile fire (1d16, range 80); AC 20; HD 24d8; hp 100; MV 50′; Act 3d20; SP elemental traits, tremor, spellcasting (+10 spell check): Spells (1st) *charm person, detect magic, Ekim's mystical mask, enlarge, force manipulation, magic missile, magic shield, mending*; (2nd) *detect invisible, invisibility, mirror image, shatter, strength*; (3rd) *breathe life, dispel magic, haste, turn to stone*; (4th) *transmute stone*; SV Fort +10, Ref +15, Will +12; AL N; Crit M/d30.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Tremor (1/1d5 rounds): Wamnifa can use 2 action dice to pound both fists against the ground, rippling the ground in a 30′ cone with a 30′ base. All creatures in this area suffer 4d10 damage and are knocked prone (DC 20 Fort save for half damage and negates prone). Structures within the area of effect may be damaged or destroyed at the judge's discretion.

Area 2-5 — The Thieves' Entrance: *A 20′ x 20′ opening at the base of the pyramid leads into an approximately 30′ long section of hallway that ends at a pair of double doors. About 50′ above the base of the pyramid, a second, similarly sized recess can be seen leading into the pyramid as well.*

This ground-level entranceway is considered a "thieves' entrance" and, as such, is trapped and not used by any of the resident creatures in the pocket dimension. The true entrance is the second opening 50′ above this one (see area 2-6). Reaching the true entrance from here requires flying, a successful DC 22 Climb Sheer Surfaces check, or slowly scaling the tower via use of rope and pitons (at one-quarter movement).

The double doors at the end of this hallway are locked and trapped. Finding the trap requires a DC 25 Find Trap check and it requires a DC 23 Disable Trap check to disable the poisoned needle within the lock (failure immediately triggers the trap). Opening the lock requires a successful DC 20 Pick Lock check. Opening the lock without first disarming the trap triggers a poison needle (1 plus poison (2d4 permanent Strength loss, DC 22 Fort save reduces effect to only 1d3 temporary Strength loss).

Twenty feet past the door, there is a row of pressure plates across the floor that can be detected with a successful DC 20 Find Trap check. Deactivating the pressure plates requires a successful DC 24 Disable Trap check. As soon as more than 20 lbs. of weight is placed on the pressure plate, four darts fire from the walls. Each dart strikes a random target within 10′ of the pressure plate (1d4 plus poison (death, DC 16 Fort save negates).

This hallway ends at an intersection of four passages (see area 2-7).

Area 2-6 — The True Entrance: *A 20′ x 20x opening about 50′ above ground level slopes downward into the pyramid along a 40′ long section of corridor that ends at a pair of double doors.*

Beyond the doors the passage continues to slope downward until it reaches a staircase that leads down into an intersection of four passages (area 2-7).

Area 2-7 — The Intersection: *Four different passages convene at this intersection, all but one of them leading away at odd angles. Two 20′ x 20′ passageways lead back towards the external face of the pyramid. One is relatively level while the other offers stairs leading upward towards the face of the pyramid. A third 20′ x 20′ passage leads up and further into the heart of the structure. A fourth passage, this one only 10′ x 10′, descends further down into the pyramid.*

The level passage leads to the thieves' entrance (area 2-5). The upward sloping passage leading towards the face of the pyramid leads to the true entrance (area 2-6). The downward sloping passage leads to the crypt of the faithful (area 2-8). The upward sloping passage that leads further into the pyramid leads to the second intersection (area 2-10).

Area 2-8 — Crypt of the Faithful: *The walls of this musty-smelling 60′ square room are completely covered with colorful frescoes that stretch from the floor all the way up to the ceiling 20′ above. Various scenes are woven together and overlapped to create a diorama effect that completely encircles the room. In the center of the chamber, atop a short stone pedestal, rests a dusty stone sarcophagus with a human likeness carved on top and strange writing encircling its base. The temperature here is significantly lower than that found outside the pyramid and provides a comfortable relief from the heat.*

The words encircling the sarcophagus are written in Demonic. They read: "Here lies al-Sadiki, most blessed and faithful follower of Set; may her service continue into the next life and her faith be an inspiration to us all."

Allow anyone taking time to study the frescoes to make a DC 12 Intelligence skill check to determine the historical or religious significance of the images. Success indicates that a dark-haired woman features prominently in many of the fresco images, but at different ages. The frescoes seemingly depict various events that occurred throughout the life of this individual, likely al-Sadiki. The frescoes imply she became a follower of Set at a very young age and eventually became a priestess in Set's service before passing away (Being murdered? Being sacrificed? It's difficult to tell from the frescoes.)

In the sarcophagus, the remains of al-Sadiki, now an **elder mummy**, lie awaiting to be summoned to join Ophois' triumphant return to the outside world. If someone knocks on the top of the sarcophagus before opening it, al-Sadiki assumes it as another follower of Set coming to let her know the time has come to leave. If the top of the sarcophagus is removed without any prior indication of there being anyone in the room (talking at regular volume in the room is not enough to put her on high alert), al-Sadiki will respond by immediately casting *affliction of the gods*.

This chamber lies 40' underground, directly below the exact center of the pyramid.

In the back of the chamber, a large depiction of Set actually serves as a secret door to a small chamber beyond (area 2-9). The secret door can be detected by a successful DC 16 Intelligence check (elves gain a +4 bonus to this roll). The secret door is not locked or trapped.

The elder mummy wears a *ring of fire resistance* (see Appendix D) on her right ring finger that resembles a plain, rust-covered iron band.

al-Sadiki (mummy, elder): Init +0; Atk choke +7 melee (1d7 / 2d7 / 3d7 / etc.) or club +7 melee (1d6+3); AC 13; HD 16d12+16; hp 120; MV 20'; Act 1d20; SP damage reduction 10, magic resistance (all spells cast against an elder mummy are subject to 50% chance of failure before saves are rolled), mummy rot (1 Stamina loss per day, DC 12 Fort save negates), vulnerable to fire (double damage), un-dead traits, *ring of fire resistance*, spellcasting (+10 spell check): Spells (1st) *blessing, paralysis, protection from evil, word of command;* (2nd) *binding, curse;* (3rd) *bolt from the blue;* (4th) *affliction of the gods, vermin blight*; SV Fort +8, Ref +4, Will +20; AL C; Crit U/d24.

Choke: An elder mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d7 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d7 damage. If the third attack succeeds for a third round, the attack causes 3d7, then 4d7, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: An elder mummy suffers double damage from fire.

***Ring of fire resistance*:** The wearer ignores up to 5 hp of fire and heat damage from any attack, gains a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells), and the wearer and objects on their person cannot catch fire. Although intense heat and flames may still harm them and scorch their possessions, they will not ignite.

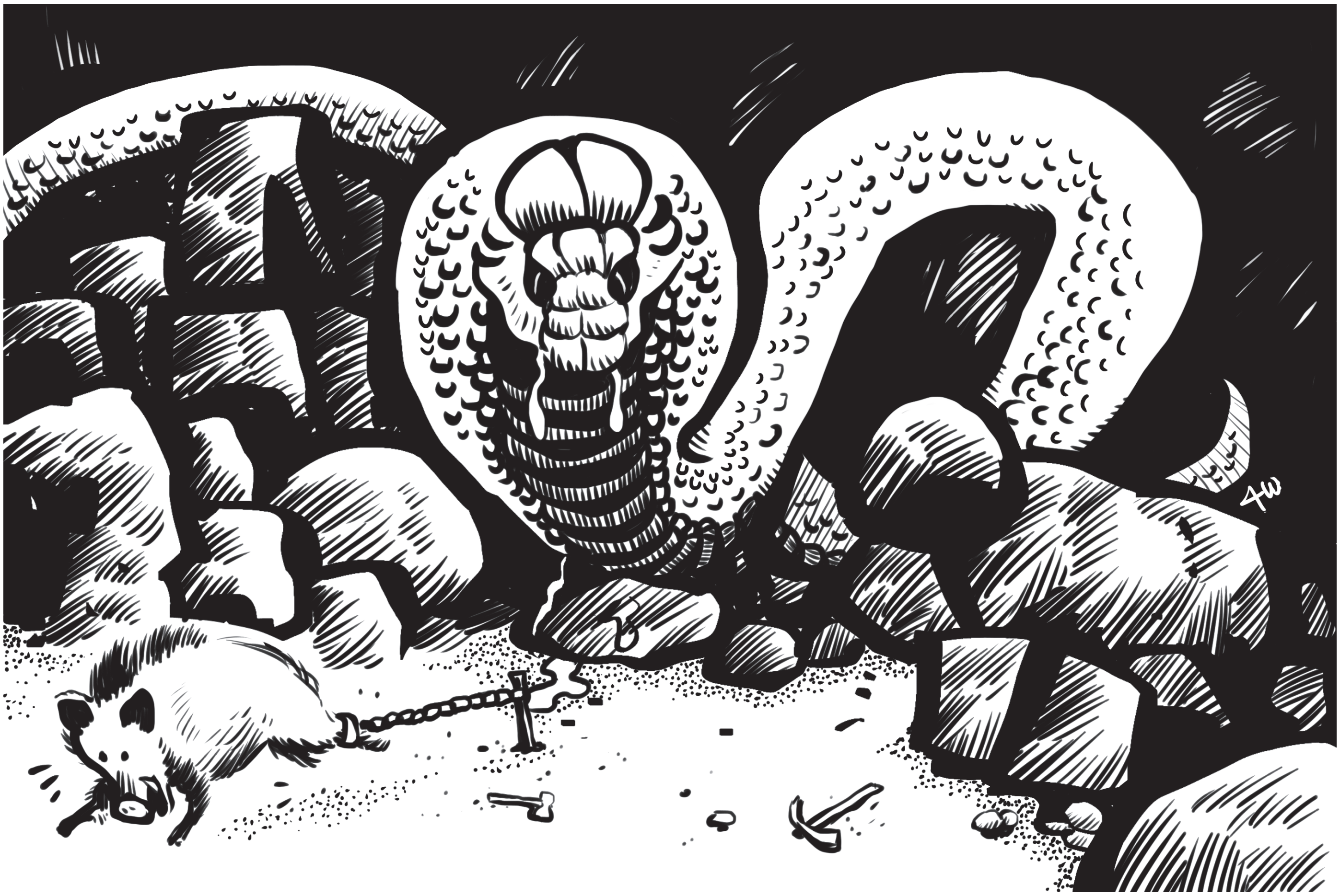
Area 2-9 — The Treasure Vault: *This small chamber is a 10' cubic cavity hidden behind the burial chamber. The musty air in here is thick with dust that visibly swirls up from the floor when the door is first opened. The dancing wisps gradually float down to coat the floor once again as the current of air that created them dissipates. Several items lie upon the top of a small stone podium in the room.*

The items on the podium once belonged to al-Sadiki. They include 2d4 art objects (carvings, sculptures, statuettes, and ritual items) made from worked gold valued at 250 gp each and a +2 *shield* marked with the visage of a striking cobra.

Area 2-10 — The Second Intersection: *At this point along the gradually sloping passage, you have been traveling, the corridor splits. To the left, a 20' x 20' corridor leads off along a level path further into the pyramid. Ahead of you, the sloped passage continues to lead forward, opening into what appears to be a much larger chamber.*

The level passage on the left leads to Uraeus' den (area 2-11), while the passage ahead leads into the grand gallery (area 2-13).

Area 2-11 — Uraeus' Den: *This large chamber lies at the end of a long corridor covered in frescoes depicting Set along with various lizards, crocodiles, snakes, and other reptiles. The ceiling rises to a height of 30'; 10' higher than that of the corridor leading here. Several large, broken blocks, similar material to what the pyramid is constructed from, lie scattered around this chamber, as do small piles of broken tools and other detritus. This gives the impression that the room was used for storage or staging of supplies during the building's construction. An aggressive snort*



draws your attention to a corner of the chamber, from which an angry-looking boar protests your arrival.

This chamber was left exactly as it was when the unknown builders completed the rest of the structure countless years ago. When Ophois' forces discovered and moved into this pocket dimension, **Uraeus** (see below) claimed this chamber for itself, as it was far removed from the other areas that were actively going to be used within the pyramid. Uraeus expects to remain undisturbed by the other inhabitants – fresh food items such as the boar in this room excluded – until Ophois is ready for everyone to return.

The boar in this room is intended as Uraeus' next meal, but the massive reptile hasn't been hungry enough to consume it just yet. If characters approach the boar, they will see that it is held in a leg iron that is attached to the floor via a chain. The animal is extremely agitated and will attack anyone who gets too close or, if freed, between it and the exit.

Uraeus is an intelligent creature and will be curious as to why the characters are here, as they do not appear to be followers of Set nor is Uraeus expecting notice that it is time to leave the pocket dimension quite so soon. Uraeus will attempt to converse with the party (providing someone speaks Demonic) rather than attack immediately. Uraeus hopes to either convince the party to leave on their own or at least lower their guard enough that when he does choose to strike, he might have the upper hand. Uraeus will not feed on the boar while the characters are present, unless the boar is freed by the party and Uraeus has the opportunity to strike before the boar leaves the chamber.

On the rear wall of the chamber, approximately 30′ up, there is a tiny opening that is the end of an air shaft (see area 2-12) that runs between this room and the outside of the pyramid for air circulation and temperature control.

Uraeus (transdimensional serpent): Init +8; Atk bite +6 melee (2d6+3 plus poison (4d8, DC 25 Fort save for half damage); AC 22; HD 10d12; hp 95; MV 30′; Languages: Demonic; SP spitting (1/hour); Act 3d20; SV Fort +3, Ref +8, Will +2; AL C; Crit M/d16.

Spitting (1/hour): The spittle is a spray 30′ long x 20′ wide at its terminus. All within are affected by the snake's poison.

This huge reptilian creature resembles a massive, rearing cobra. Unlike other snakes, it keeps its head perpetually raised and never lowers it to the ground, even when moving.

Area 2-12 — The Lower Air Shaft: *This tiny shaft cuts through the pyramid at a 45-degree angle and appears about 30′ long. It is dimly illuminated along its length from light spilling* *in from either end. There seems to be no discernable features along the walls for the length of the entire passage.*

This tiny passage (only 2½′ on a side) would allow a small PC (a dwarf or halfling squeezing through at half movement) to travel between the outside face of the pyramid and area 2-11. The air shaft connects to area 2-11 at a point 30′ above the floor with no easy way of getting down.

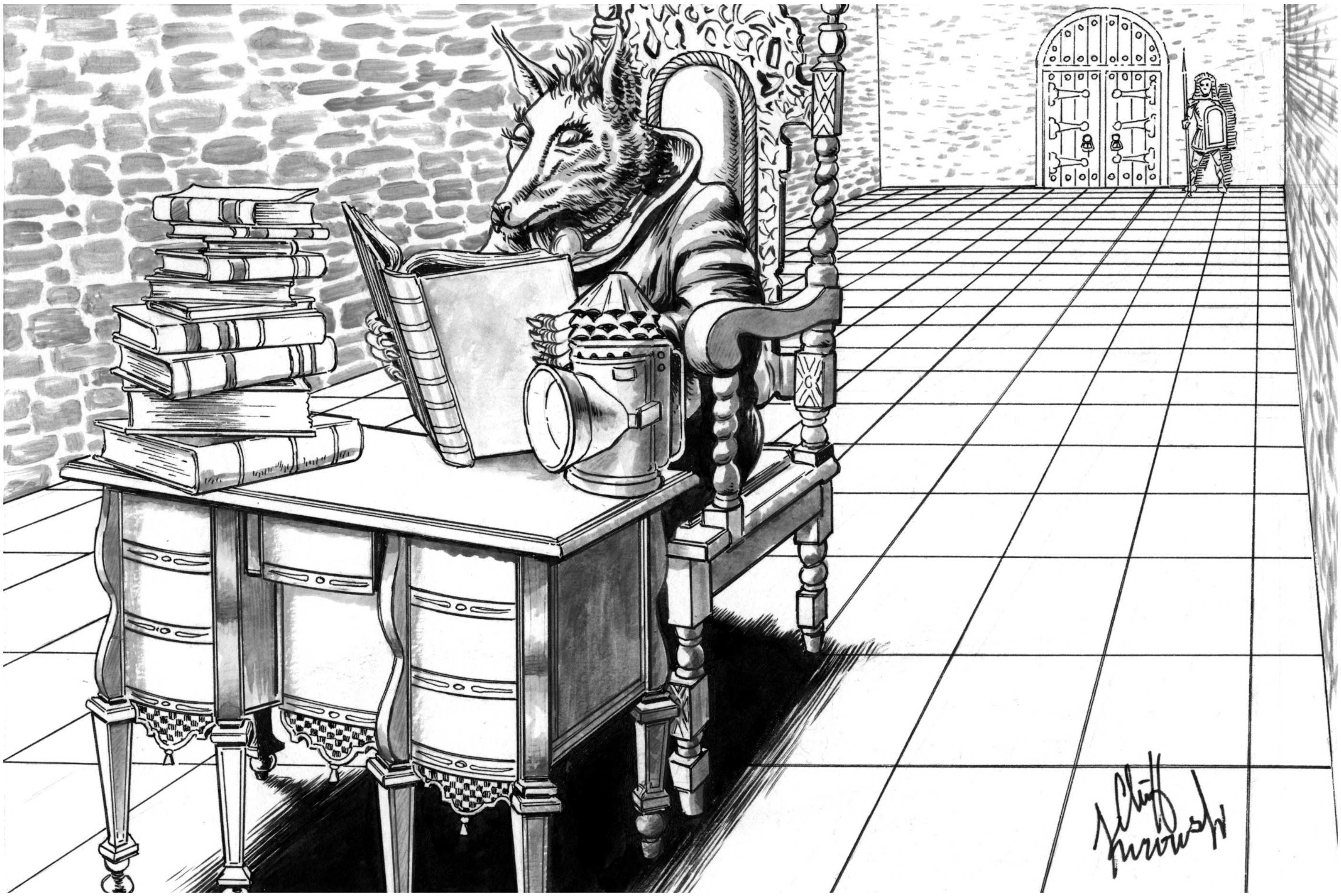
Area 2-13 — The Grand Gallery: *This massive chamber, approximately 110′ long, 40′ wide, and 40′ high, appears to have originally been intended as a gallery for study or religious contemplation. The walls of this chamber, or as much of them as you can see, are covered with badly cracked and peeling frescoes depicting various humanoids and reptilian creatures.*

A lone humanoid with the head of a jackal sits at a desk looking through a stack of thick books with a bullseye lantern providing light. An adjacent table contains even more tomes. All of the furniture here has legs of different lengths, apparently to compensate for the gradual incline of the floor in this chamber. As a result, all the furniture provides flat surfaces for resting or working upon, regardless of the room's angled floor.

The jackal-headed figure is Heka, a **werejackal wizard** in his hybrid form. The creature is looking through several volumes of necromantic theory related to creating un-dead. These texts were lent to Heka by Sadiq Almawta (see area 1-17) so that he could learn more on the topic.

Allow characters who study the frescoes to make a DC 13 Intelligence skill check with success revealing that the images depict Set's genealogy, beginning with his parents, Geb ("the earth") and Nut ("the sky") and proceeding to depict many of Set's offspring. In addition, those who can read Demonic will see the names of Geb, Nut, and Set written next to depictions of those individuals, as well as the names Anubis, Maga, Makura, Manahath, Ophois, Serket, and Sobek written next to names of several of Set's children. There are many other children depicted, but time has eroded away some of the frescoes' plaster, leaving them in broken pieces on the ground. The use of *mending* will also be able to reveal two additional names: Caphet and Skabhet. The names listed here for Set's children are their true names, which may be useful for the characters to know (see the true name traits listed in the creature descriptions in area 2-14). The plaster cannot be repaired by means other than magical.

At the far end of the room stands a set of double doors that lead into the great hall (area 2-14). Standing beside the doors is a **temple guardian** which has a *fireball* spell stored within it. It releases the fireball at any non-followers of Set that tries to pass through the double doors



The books on necromancy could fetch 100 gp from an interested collector (or practicing necromancer) if the PCs don't mind dealing in books on such dark topics. Among the tomes is a scroll of *animate dead* (as per spell result of 24). Even if the books caught on fire, somehow the scroll will manage to remain unscathed (it wants to be read). Heka keeps 100 gp, 10 ep, and a pair of gold-framed spectacles (worth 200 gp) in a pocket in his tunic.

If Heka perceives the characters entering the room, he immediately responds by flipping over the furniture, books and lantern included, creating a rolling hazard of flaming debris to distract the party as well as give an audible clue to Ophois (see areas 2-14 and 2-15) that there are intruders present. Heka then summons the temple guardian from the far end of the room and rushes to meet it, hoping to put the temple guardian between him and the PCs as quickly as possible.

If Heka does flip the furniture, oil from the lantern flies everywhere, setting books and furniture alike on fire. The legs of different lengths on the furniture make the pieces tumble chaotically through the room towards area 2-10. Any characters between Heka and area 2-10 must succeed on a DC 12 Reflex save or suffer 2d6 damage and catch fire for 1d6/round (successful DC 15 Reflex save to avoid catching fire).

Heka prefers to engage the party from a distance by casting spells, beginning with *silence* (see Appendix D) to negate any other spell casters, rather than entering melee. If the temple guardian is destroyed, Heka will attempt to escape to area 2-14.

For the purposes of setting up the encounter in area 2-14, keep track of how many rounds pass between Heka overturning the furniture and the party opening the double doors to area 2-14 in the back of this chamber.

Heka (werejackal wizard, human form): Init +0; Atk dagger +3 melee (1d4+1); AC 14; HD 7d4+14; hp 47; MV 30'; Act 2d20; SP werecreature traits (shapeshift, trigger (sight of rising/setting sun), half damage from non-magical weapons, vulnerable to silver (double damage)), mute, sleep gaze, spellcasting (+10 spell check): Spells (1st) *choking cloud, color spray, force manipulation, read magic, sleep*; (2nd) *fire resistance, mirror image, ray of enfeeblement, silence* (see Appendix D); (3rd) *lightning bolt, mystic serpent* (see Appendix D); (4th) *control fire*; SV Fort +2, Ref +3, Will +4; AL C; Crit I/d12.

Sleep gaze: As an action, a werejackal in hybrid form can stare at a victim within 30', putting them into a magical slumber lasting 1 turn (DC 14 Will save negates). A successful save provides immunity to this effect for the next 24 hours.

Trigger (sight of rising/setting sun): Werejackals are triggered by the sight of the rising and setting sun in their human form.

Heka (werejackal wizard, hybrid form): Init +0; Atk bite +4 melee (1d5+1 plus lycanthropy (DC 10 Fort save negates)) or dagger +3 melee (1d4+1); AC 14; HD 7d4+14; hp 47; MV 30'; Act 3d20; SP werecreature traits, mute, sleep gaze, spellcasting (+10 spell check): Spells (1st) *choking cloud, color spray, force manipulation, read magic, sleep*; (2nd) *fire resistance, mirror image, ray of enfeeblement, silence* (see Appendix D); (3rd) *lightning bolt, mystic serpent* (see Appendix D); (4th) *control fire*; SV Fort +2, Ref +4, Will +5; AL C; Crit M/d12.

Sleep gaze: As an action, a werejackal in hybrid form can stare at a victim within 30', putting them into a magical slumber lasting 1 turn (DC 14 Will save negates). A successful save provides immunity to this effect for the next 24 hours.

Heka (werejackal wizard, jackal form): Init +1; Atk bite +4 melee (1d3+1 plus lycanthropy (DC 10 Fort save negates)); AC 13; HD 7d4+14; hp 47; MV 40'; Act 2d20; SP werecreature traits, pack hunter, mute; SV Fort +3, Ref +2, Will +1; AL C; Crit M/d12.

Pack hunter: When multiple werejackals in jackal form are attacking a single target, each jackal gain a cumulative +1 bonus to hit and damage for each additional pack member involved.

Mute: Unable to speak, Heka has learned the casting of spells by gesture alone and is unaffected by *silence.*

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

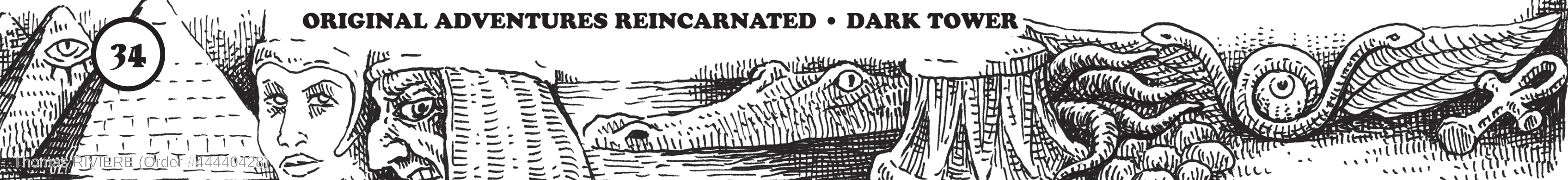
Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

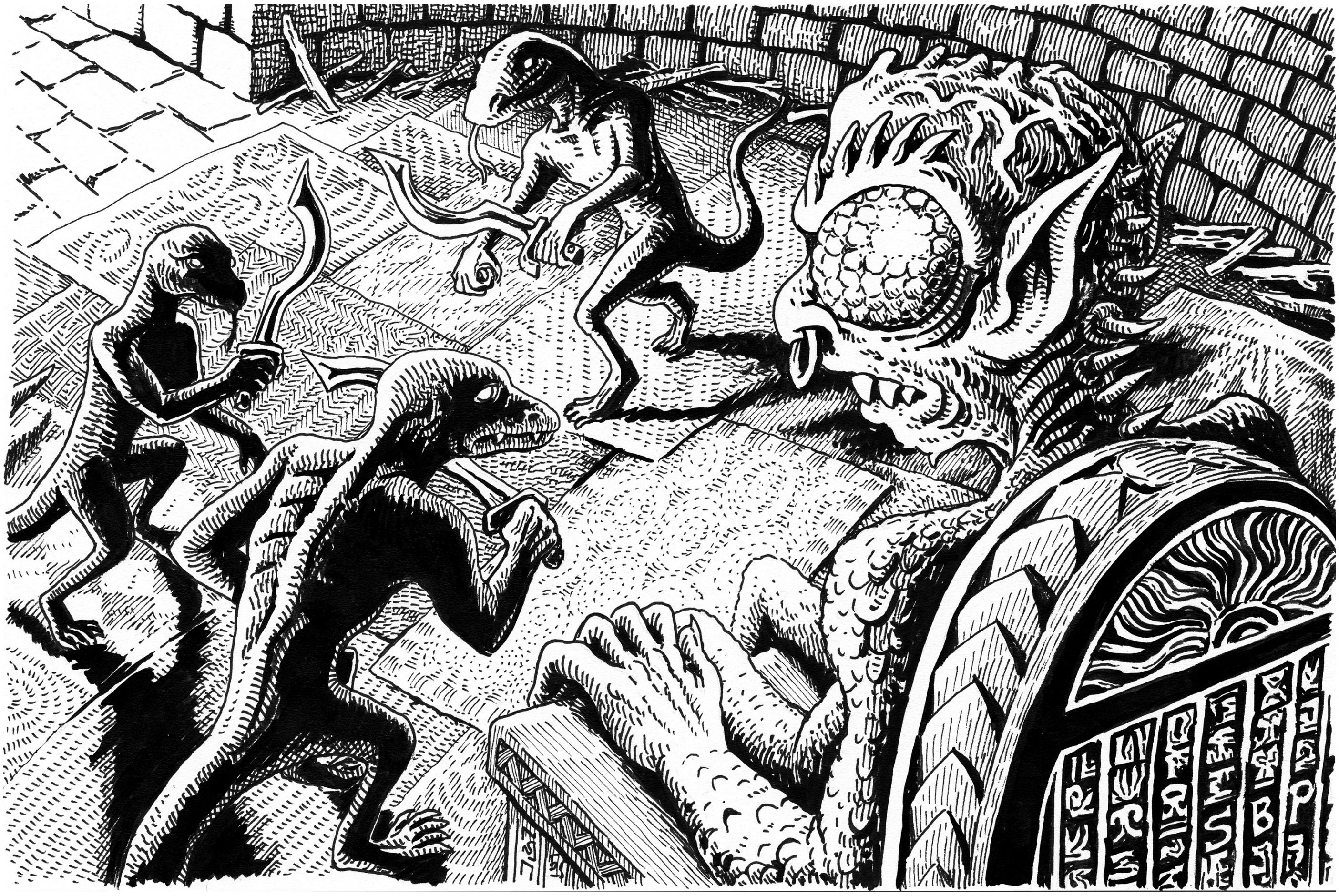
Vulnerable: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

Temple guardian: Init +1; Atk khopesh +12 melee (1d8+3 plus disarm on critical hit); AC 22; HD 6d8; hp 33; MV 40', fly 60'; Act 2d20; SP true sight, *fireball* (1x, as per spell check result of 32 (10d6, DC 32 Reflex save for half damage)), magic resistance (all spells cast against a temple guardian are subject to a 25% chance of failure before saves are rolled), spell immunity (*bolt from the blue*); SV Fort +8, Ref +4, Will +6; AL N; Crit IV/d12.

True sight: The eyesight of the temple guardians extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the





material plane. They can see invisible creatures and are never fooled by illusions.

Area 2-14 — The Great Hall: *The double doors leading to this room open to reveal an expansive chamber, 100′ long, 80′ wide, and with a 70′ high ceiling. On the right side of the room, a wide staircase leads 30′ up to a landing which supplies an exit from the room. The inside of the chamber is furnished with a large, high-backed marble throne on a raised dais flanked by several columns composed of the same material as the rest of the pyramid. Many fine silks are spread across the central floor of the chamber in a seemingly haphazard fashion. Wooden spars of various lengths litter the floor near the base of the walls around the entire perimeter of the chamber.*

Ophois, the Chosen Son of Set (see below), can usually be found in this room. If the characters are stealthy in their approach to this chamber (or entered via area 2-16, the upper air shaft), Ophois will be lying comfortably (prone) on a pile of silks in the middle of the chamber. If he received warning that intruders were in the pyramid (such as from Heka or the temple guardian in area 2-13), Ophois would have started making preparations for the party's arrival (see below).

The silks lining the floor of this room, if gathered and cleaned, would result in 1,100 gp worth of trade goods.

If Heka (in area 2-13) attempted to warn Ophois of the intruders, Ophois may have already taken some defensive actions:

- If at least 1 round has passed since Heka's signal, Ophois has already summoned the Lesser Son of Set **Maga**. He also uses his telepathy ability to communicate with Heka and learn the number, type, and abilities of the intruders. Ophois retains this connection for as long as necessary to learn as much as he can.
- If at least 2 rounds have passed, Ophois and Maga have already summoned 3d6 **minions of Set**.
- If at least 3 rounds have passed, the Lesser Son positions himself upon the throne while the summoned minions of Set move towards the entrance. Ophois withdraws to the passage leading to area 2-15 to watch how the situation unfolds.
- If at least 4 rounds have passed (or when the characters begin to come through the door), Ophois casts *see invisibility* from his hiding spot in the hallway to area 2-15. He waits in the hallway for a strategic moment to reveal himself and join the fray.

If Ophois was not warned of the intruders, he may converse with the party, asking then why they are here, how they got here, how they figured out how to activate the portal, how they gained access to the pyramid, etc., in order to stall them until he can use his summon minions of Set ability to bring in 2d6 minions to defend himself. On the following round, Ophois will summon Maga to defend himself as well. Maga will wait to summon minions of Set until the number that Ophois summoned falls at least below half.

If Ophois' summoned allies are quickly overwhelmed by the party before Ophois has a chance to enter the fray directly, the chosen son may choose to retreat to the treasure room (area 2-15) and prepare to make his last stand there.

MAGA, LESSER SON OF SET

Maga, Lesser Son of Set (12′ tall, 5,000 lbs., type II demon, Set): Init +7; Atk slam +8 melee (1d8+4); AC 20; HD 6d12+12; hp 66; MV 30′; Act 2d20+1d20 (spells); Languages: Common, Demonic; SP Son of Set traits, demon traits, summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled), spellcasting (+3 spell check): Spells (1st) *animal summoning* (snakes only), *magic missile*; (2nd) *detect invisibility, strength*; SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Son of Set traits: True sight (glowing eyes), insect eyes (+2 Init), scaly body (x2, +2 AC), magic resistance, true name.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

True sight: Maga's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. Maga can see invisible creatures and is never fooled by illusions.

This demon towers a full 12′ tall and is covered with thick, plate-like, scales. Large insect-like eyes are made even more disturbing by the soft blue glow they seem to constantly emit.

Minion of Set (type I demon, Set) (4): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28 each; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 120′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting (1/hour): A small number of cobras and vipers can spit poison. The spittle is a spray 30′ long x 20′ wide at its terminus. All within are affected by the snake's poison.

OPHOIS, CHOSEN SON OF SET

Ophois, Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk bite (dragon) +8 melee (1d12), poisonous bite (hydra) +8 melee (1d10+4 plus poison (5d6, DC 15 Fort save for half damage)), slam +8 melee (1d8+5), poisonous tail sting +8 melee (1d10 plus poison (4d5, DC 15 Fort save for half damage); AC 23; HD 10d12+30; hp 100; MV 30′; Act 3d24+3d20 (bite, bite, tail); Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled); SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

Breath weapon (poison, 2/day): Ophois breathes a 20′ radius cloud of deadly poison gas to a range of 90′ (DC 20 Fort save or die).

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Regeneration: Ophois heals at a prodigious rate, regenerating 10 hit points at the end of each round, including the round he is killed. He can only be truly put down by taking his hit points negative such that its final regenerative burst does not raise its total above 0. Ophois' severed head or limbs will even crawl back and re-attach. Ophois only vulnerability is to fire, from which it does not regenerate.

Son of Set traits: True sight, lizard body, tail, multiple heads (dragon, hydra), scaly body (x3, +3 AC), breath weapon (poison, 2/day), poisonous sting (scorpion tail), poisonous bite (hydra head), regeneration (10/round, fire damage halts the regeneration for a round), teleport, magic resistance, true name.

Teleport: Ophois can teleport himself and up to 8 other willing targets, to a destination of his choosing within 25 miles.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

True sight: Ophois' eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. Ophois can see invisible creatures and is never fooled by illusions.

Vulnerable: Ophois does not regenerate damage from fire.

This massive fiend resembles a gargantuan, bipedal lizard, approximately 25' long and covered with thick, blue-green iridescent scales. Sharp, jagged teeth are apparent in both of the creature's two reptilian heads. Its long tail ends in a curved, scorpion-like stinger, which visibly secretes a viscous drop of shimmering liquid.

Area 2-15 — The Treasure Room: *This 60' x 30' wide chamber has an arched ceiling that rises to a maximum height of 40' above the floor. Several crates and chests scattered about the area give one the impression of a storeroom. The temperature of this chamber is considerably warmer than that found throughout the rest of the pyramid.*

The original purpose of this chamber was simply to provide architectural support above the great hall (area 2-14) to ensure that the weight of the upper part of the pyramid would not cause a collapse into that area. The openness of the chamber made it a convenient place to utilize for storage, while the lack of an air shaft made the warmer temperature of the room a favorite place for Ophois to bask. Characters with appropriate backgrounds as a carpenter or mason that pass a DC 10 Intelligence skill check will realize the architectural purpose of this room as well as the potential consequences should this chamber be structurally compromised (see below).

The items stored here represent Ophois' acquired wealth. Among the crates and boxes are 10 gems of various types, cuts, and sizes, worth 125 gp each, and five art objects, comprised mostly of handmade jewelry and sculptures crafted with rare materials such as ivory and platinum, valued at 90 gp each.

Several magic items can also be found among the various items stored here, including a *+2 longbow*, a potion of *extraordinary healing*, a potion of *clairaudience* (see Appendix D), and the *Vengeance of Horus* (see Appendix D).

A small, locked and trapped chest contains 18 *tokens of return* (see Appendix D) keyed to the portal in area 2-1 (more than enough for all of Ophois' allies who traveled to the pocket dimension to return with him). The lock is trapped with a poison needle that springs out if anyone attempts to open the lock without the proper key (Find/Disable Trap DC 22). Ophois carries the key with him at all times. The trap inflicts 1 damage plus poison (4d10, DC 15 Fort save for half).

If Ophois chose to retreat to this room rather than join the combat in the great hall (area 2-14), he spends his time casting any remaining defensive spells and conjuring or summoning any additional allies that he still can before the party arrives. Ophois will position himself opposite the door in the chamber, so he can attack with his breath weapon when the characters first enter the room.

If the characters battle Ophois in this chamber, each spell cast that causes area damage in an area of effect has a percentage chance of damaging the architectural supports in this room to the point that the upper part of the pyramid begins to collapse. The percent chance is equal to the spell level x 20. If a collapse happens, the following events unfold over the next few rounds:

The round after the triggering spell is cast, the entire structure vibrates and PCs inside the pyramid can begin to hear the whining sound of the structure just before it collapses.

At the start of the second round after the triggering spell, the ceiling of area 2-15 begins to collapse. Individuals in the room suffer 2d6 damage and fall prone (DC 13 Reflex save negates). Creatures that fail the saving throw by 10 or more are buried under the debris. Freeing a character restrained by the debris is a full round action and requires a successful DC 12 Strength check. Once debris begins falling into the room, movement within the room is reduced by 5'.

At the start of the third round after the triggering spell, the ceiling continues to collapse, as described above, but with the Reflex save rising to DC 15 and the damage increasing to 3d6.

At the start of the fourth round after the triggering spell, the ceiling continues to collapse, as described above, but with the Reflex save rising to DC 17 and the damage increasing to 4d6. In addition, at the end of the round the floor of area 2-15 collapses, depositing everyone, prone, onto the floor of area 2-14 and inflicting 8d6 damage from the fall (for every damage die that comes up a 6, the victim breaks a bone; see Falling, p. 96, DCC RPG).

At the start of the fifth round after the triggering spell, the upper air shaft (area 2-16) experiences a partial collapse, completely closing off that passage. Any PCs inside the shaft at that time suffer 5d6 damage and are buried in the rubble. A successful DC 13 Strength check is required to escape. In addition, rubble begins to pour in through the air shaft, forcing those in area 2-14 to succeed on a DC 8 Reflex save or suffer 1d8 damage from falling debris.

Every additional spell with an area of effect cast after the pyramid begins to collapse simply advances the track given above by 1 round, with the effects being cumulative (e.g., a *lightning bolt* cast on the same round after an initial *fireball* triggered the collapse would result in the effects for the second and third round both taking place at the start of the second round).

If Ophois is in this chamber and falls below 75 hit points, he will spend one round searching for the small, locked and trapped chest (see above), an additional round opening it, and a third round retrieving a *token of return* (see Appendix D) and then teleporting outside the pyramid near area 2-6 with the intent of heading to the portal (area 2-1) and leaving. He may even take the chest with him, with the intent of trapping the characters in the pocket dimension permanently. Fortunately for the characters, Ophois spills some tokens in his haste. PCs searching for a *token of return* may make a Luck check per round (success indicating the recovery of a spilled token).

Area 2-16 — The Upper Air Shaft: *This tiny shaft cuts through the pyramid at a 45-degree angle and appears to go on without end. It is dimly illuminated along the first 30′ of its length from light spilling in from behind you; beyond that, the passage continues on into complete darkness. There seems to be no discernable features along the walls of the passage, at least for as far as you can see along it.*

This tiny passage (only 2½′ on a side) would allow a small PC (a dwarf or halfling squeezing through at half movement) to travel between the outside face of the pyramid and area 2-14. The air shaft connects to area 2-14 at a point 70′ above the floor with no easy way of getting down.

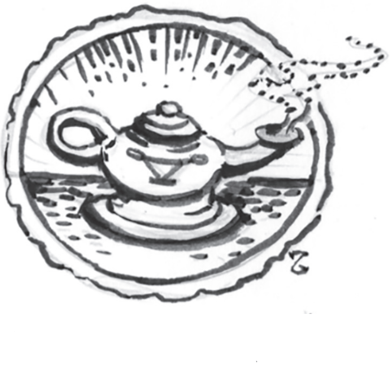
CONCLUDING THE ADVENTURE

If Ophois escapes, he heads into the ruins beyond the pylons (area 1-4) to muster any remaining forces. From there, he heads to the hamlet of Thinis with the intent of laying waste to the settlement. Once that is accomplished, Ophois will seek out the next closest Greater Son of Set. Keep in mind the different rates of time passage on both sides of the portal and how long Ophois has free rein after his return before the party arrives back through the portal.

If the characters defeat Ophois, return through the portal, and head back to Thinis, the population there has already discovered Ur-Chisisi's betrayal from incriminating documentation left behind in her home. If you plan on playing other adventures in the Dark Tower series, clues on where to head next can be gleaned from an examination of these papers. If the characters share the stories of their exploits, they are celebrated by the town. Each party member is offered five acres of local farmland, free room and board for a week, and a rowdy celebration at the Stewed & Pickled. PCs who decide to retire and build a homestead on their farmland may even be offered a position on the council of elders.

If Damush escaped from the pocket dimension after making a deal with the characters, he can also be found in Thinis. In such a case, tales of the characters' bravery (and foolhardiness) have preceded their arrival in the hamlet.

If the PCs managed to slay Ophois they are awarded 1 point of Luck (maximum 18)



MULLEN

CHAPTER THREE

THE CURSED COILS OF SET

BY JOE RASO

DUNGEON CRAWL CLASSICS CONVERSION: BOB BRINKMAN

Playtesters: Jim Cox, Jason Daniel, Rick Hull, Chase Reinhart, "Big" Troy Tucker.

The Cursed Coils of Set is an adventure designed for use with DCC RPG and is meant for a group of four to six established characters of 5th-6th-level. The adventure occurs in a remote town at the edge of a desert and has a distinctive Egyptian theme. This adventure can be used as part of a *Dark Tower* campaign. If used as such, the adventure occurs in the city of Mugdhad. Found at the south-eastern extent of the Ghetrian Desert, it sits below hills that rise into the Mountains of the Fifth Prince. The adventure is also easy to place in the judge's campaign. If the deity Set does not occur in the judge's campaign, they can substitute a similar evil serpentine deity.

BACKGROUND

In a concerted effort to spread discord and evil among the mortal races, the god Set sired many bastard offspring via its dalliances among them. The result was a jumble of divine and mortal traits, but all of his children were hideous snake, reptilian, and humanoid crossbreeds. Each was a unique, twisted fiend, as Set steeped his creations in chaotic sorcery. These he called his sons (although the sons may assume female form, they are still referred to as Sons of Set and he/him), and they were spread far and wide to disseminate their vile plots.

Set had many sons, but only the four most powerful were his Chosen Sons. The rest, and most numerous, are called his Lesser Sons. All the Sons of Set share a spark of immortality. A Lesser Son always fights to the death, hoping to gain Set's favor, for if he is destroyed he reforms in 1-2 years. The Chosen Sons are more practical and often surround themselves with minions, preferring to eschew direct conflict. A slain Chosen Son of Set returns as a Lesser Son, and the most powerful and worthy Lesser Son ascends to the title of Chosen Son. This often results in the Lesser Sons taking matters into their own scaly appendages. Should a Lesser Son slay a Chosen Son, Set would have no choice but to elevate him to his rightful position as a Chosen Son. But failure curses a Lesser Son to 100 years of service to his brother.

For most of the last half-century, the remote town of Mugdhad was governed by Tharikadh, an ireful human despot and secret devotee of Ankharet, the cursed Sphinx Queen who once ruled Khonsuria. Tharikadh controlled all aspects of life in the town, supported by his squads of brutish thugs.

A year ago, Skabhet, a charismatic elf, arrived and usurped control of the town with the help of Set cultists. Skabhet, in truth, is a monstrous Chosen Son of Set, masquerading as a female elf, bent on extending the evil god's influence across the Ghetrian Desert and Xa Deshret. He is aided by Grahd, a dim-witted Lesser Son of Set and numerous minions of Set.

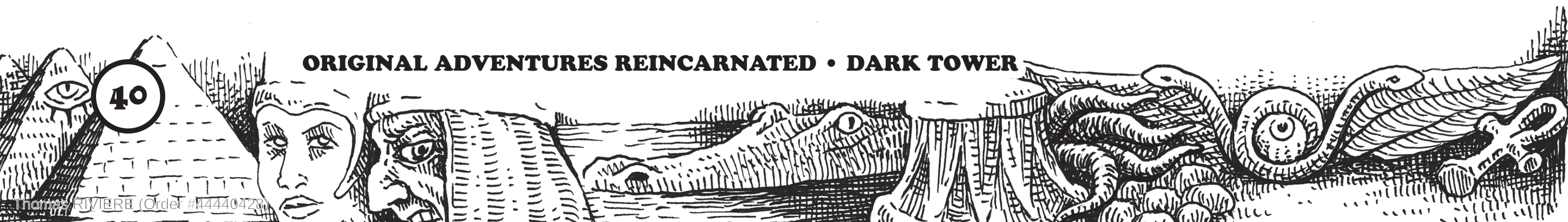
In the weeks after conquering the town, Skabhet destroyed clerics from the local temples who vainly tried to foment an uprising against him. Their skeletal remains continue to hang from pillars as a reminder of the power Skabhet wields. Places of worship have been ransacked, desecrated, and repurposed as shrines to Set.

Skabhet is currently obsessed with finding Tharikadh. He was gravely injured and weakened by a confrontation with the Chosen Son of Set when he captured the town, but he managed to escape and has stayed hidden ever since. From his hidden redoubt beneath Mugdhad, he dreams of plans to defeat the sons of Set and reclaim his rule of the town. Meanwhile, Skabhet uses his minions to inflict fear, publicly execute those who dare oppose his rule, and torture many, hoping to uncover Tharikadh's hiding place.

ADVENTURE HOOKS

The citizens of Mugdhad suffer under the rule of Skabhet and his minions of Set. Those who were foolish enough to resist were killed, either openly in the market square or thrown to Grahd in his dank underground lair. The townsfolk yearn to be liberated from Set's subjugation but see little hope of this occurring.

How the characters are pulled into this story is up to the judge, but here are a few suggestions:



WM

- **Called by the Gods:** A character receives a vision from Mitra, or their god, revealing the ancient, mud-walled city of Mugdhad. In their vision, a giant shadowy snake rises, which they interpret as the growing threat of the evil god Set and an urgent divine summons to vanquish this evil. The vision ends with the ghostly image of a priest saying, *"Come to Temple Row and end our suffering."* (see area 1-6)
- **Liberate the City:** Giztahk, an agent of Tharikadh, says the people of Mugdhad yearn to be free from Skabhet, a brutal ruler and evil follower of Set. He claims the city's people crave for Tharikadh to govern again, but his master must hide beneath the city until the agents of Set are defeated. Giztahk assures the PCs that Tharikadh will generously reward those who defeat the cult of Set and reinstate him as the rightful ruler. The PCs are told to seek the Sandstorm Tavern in the city's Upper City (area 1-7).
- **Great Rewards:** A rumor reaches the ears of the PCs. "Brave and powerful heroes wanted in Mugdhad. Great rewards await the worthy." The rumor was started by Zawg, an unscrupulous merchant the adventurers may meet when they arrive in Mugdhad (area 1-2).
- **Ancient Secrets:** The PCs learn that Mugdhad may hold magical treasures from the ancient empire of Khonsurian and possibly the Sphinx Queen Ankharet herself. Such artifacts would be priceless and highly coveted by arcane scholars and purveyors of magic. Fawliq, a scholar and owner of *Luminous Scrolls*, a book shop in the Coin Ward (area 1-8), is said to be an expert on the subject.
- **Merchant's Salve:** Ren Fairhand is the owner of a store frequented by the PCs. He laments he has run out of "hulwah," a sweet-smelling salve favored by his best and wealthiest patrons. The ointment is only made in Mugdhad, and he's received no shipments from that city in a year. He's willing to pay the adventurers 100 gp if they look into the problem and acquire flasks of the expensive salve. Ren's only contact in the city is an old friend Passef, who now runs the Sandstorm Tavern (area 1-7).

RUNNING THE ADVENTURE

In this adventure, the characters face a remote desert town controlled by the cult of Set but must also contend with its previous despotic ruler, who yearns to return to power. How your players react to the situation is open-ended. Both Skabhet and Tharikadh seek allies to help defeat the other, though good-aligned parties will likely have difficulty working with these evil individuals once they understand their nature. Perhaps the characters make an alliance with the opportunistic merchant at the town's gate? Of course, a full-out assault against both powers is an option many may choose, though doing so could be deadly for the unprepared.

IN-GAME EVENTS

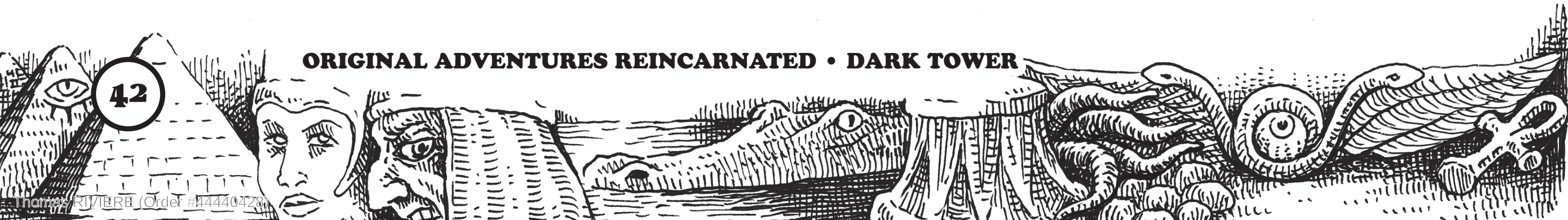
Although the town of Mugdhad can be played as an open sandbox, judges are encouraged to use any of the following encounters to help move the adventure forward.

- **Tharikadh's Request:** The town's previous despotic leader has become aware of the adventurers from within his hidden redoubt beneath the Shrine of Amun Tor (see Part 2: The Ruined Shrine of Amun Tor). If the characters have opposed the forces of Set, he'll see them as a means to overthrow Skabhet and reclaim his control of the city.

  Tharikadh has a note delivered to the characters as they explore the city. Written on the simple folded piece of paper is the cryptic message, "We have a common enemy. Meet me under the eyes of Amun Tor so we may discretely coordinate our actions." The person who delivers the message can share little about who gave it to them, other than it was a plain-faced merchant who paid good coin to deliver the message.
- **Desperate Parent:** Cruel minions of Set have taken a child from its parents to be left as an offering for Grahd at his Death Pit (see Part 3: The Death Pit). The characters stumble upon the parents who desperately beg them to save their child before Set's fiendish monster takes them.
- **Skabhet's Summons:** Skabhet has spies throughout the Mugdhad to inform him of threats, including trouble-causing adventurers. He will try to use the adventurers for his own goals or eliminate them before they become a problem. Skabhet sends a human guard to deliver a message summoning them to his palace (see Part 4: Skabhet's Palace):

  > *"Skabhet, favored of Set and Supreme Governor of Mugdhad, requires your presence at the City Palace."*

  The unsigned message scroll is written with expensive ink and sealed in wax, stamped with the symbol of Set. The minion walks away after delivering the message and does not respond to questions. If the adventurers do not arrive at the palace within 24 hours of the summons, Skabhet sends a squad of eight men-at-arms and two minions of Set to escort them to him, forcefully if required.
- **Hunger of the Serpent:** The great fiendish Serpent of the Death Pit is generally content to rest within his stinking pit, but he occasionally develops a hunger



that can't be sated by the sacrifices left for him (see Part 3: The Death Pit). In these times, the serpent ascends into the city, seeking the thrill of catching victims in the streets.

- The serpent is Grahd, a Lesser Son of Set. Characters are alerted to his rampage by the screams of those fleeing the fiend. Grahd may hear whispers from Set to hunt down the adventurers, setting up a violent confrontation. If Grahd battles the characters and is reduced to half his maximum hit points, he will summon minions of Set and then teleport back to his pit to recover and plan his revenge.

BEGINNING THE ADVENTURE

Assuming an adventure hook has brought the characters Mugdhad, the adventure begins as they approach the town's southern gate (area 1-1). There, they may interact with Zawg, a merchant with a secret agenda (area 1-2). Where the adventurers go from there is up to them.

PART 1: MUGDHAD OVERVIEW

The remote settlement of Mugdhad lies near the south-eastern extent of the Ghetrian Desert. It covers an outcropping of rock just south of hills that eventually rise into the Mountains of the Fifth Prince to the north. The settlement grew around an oasis during the Khonsurian Empire's height, supporting shadowstone mines in the nearby mountains. Though those mines have long since been abandoned, occasionally small quantities of the rare metal make their way here via intrepid (some say foolish) prospectors.

In the centuries since Khonsuria's fall, the once-bustling community shrank from a small bustling city of nearly 8,000 souls to its current population of a few thousand. The community offers quantities of millet, copper, and a modest selection of manufactured goods for trade. Up to a year ago, the city's most sought-after commodity was "hulwah," a sweet-smelling salve fashioned from fermented fruit and insect larva.

Since Skabhet conquered the city, trade has dropped considerably. Hulwah production was crippled when a sinkhole swallowed the buildings where it had been made for centuries. Few merchants return after facing Set's minions, who indiscriminately demand coin and make deadly examples of any who refuse. Inventories of nearly everything run short. Most goods not produced locally are difficult to find, and customers can expect to pay twice the price for most goods as compared to other cities.

GENERAL FEATURES

Over the past generation, Mugdhad has fallen on hard times. Things have only gotten worse with the arrival of Skabhet and "her" minions of Set.

The People of Mugdhad: Tough and enduring, the citizens of Mugdhad have grown used to hardship. The city is mainly human, though communities of dwarves and halflings, plus small numbers of other humanoids, give it a cosmopolitan air.

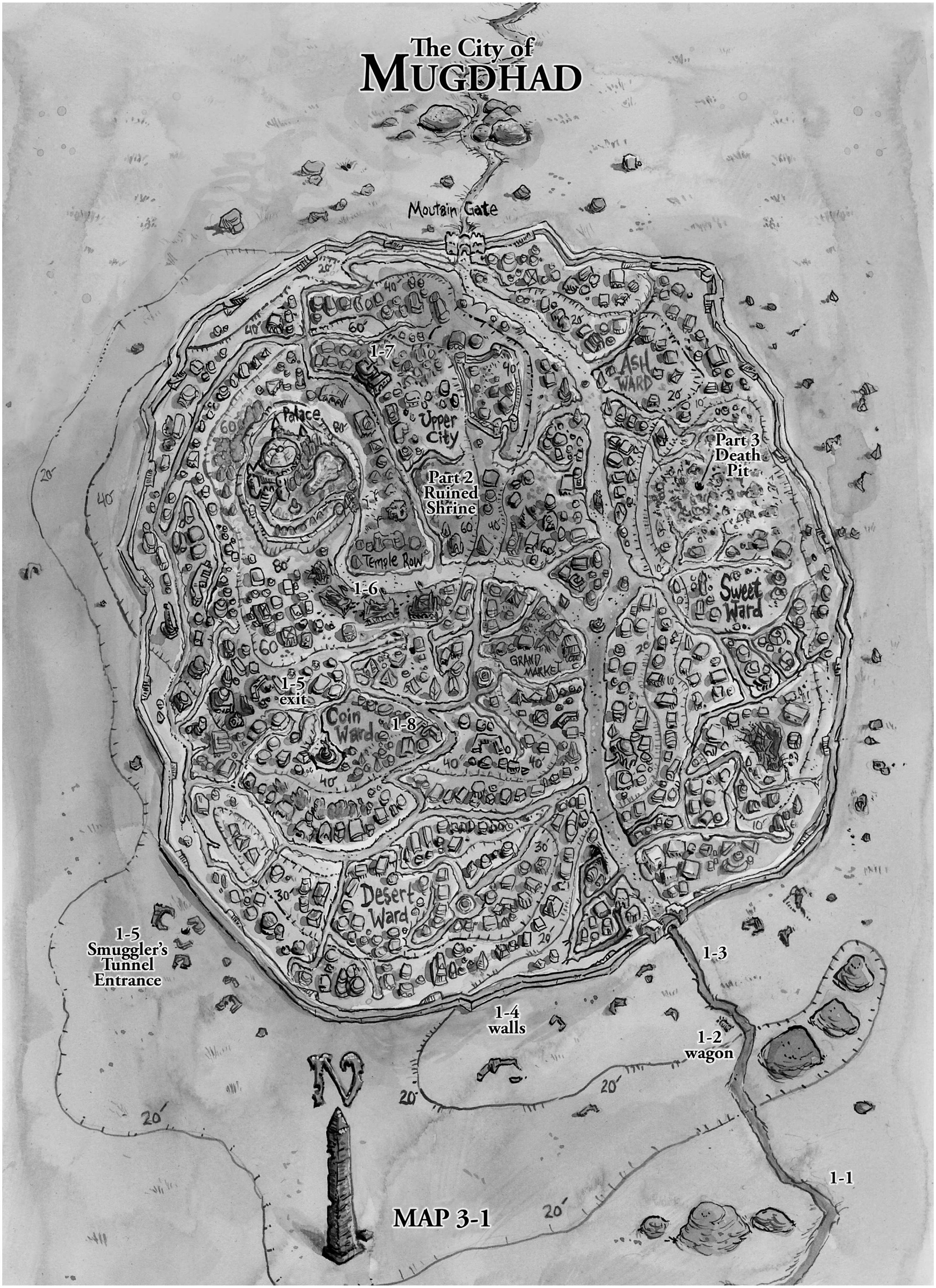
For much of the last century, Mugdhad's citizens endured the harsh rule of Tharikadh, who used crews of goons to enforce his peace. Today, the minions of Set arbitrarily inflict violence as they hunt for Tharikadh. The city is divided. Some remember life being better while Tharikadh was in power and wish he'd return. Others blame the previous governor for the ongoing violence inflicted by Set's forces, hoping his capture will ease everyone's suffering. Most are resigned to their fate, silently wondering if the city is cursed to suffer beneath heartless tyrants; they've seen too many rebel against authority and fail to think they have a chance to make things better. A rare few cling to the hope they can initiate change, yearning for their fellows to join in an uprising against their oppressors.

If people in the city see a confrontation between the PCs and Set's forces, they will flee in terror. Most have seen the violent reprisals by the fiends. Should the PCs have success defeating the minions of Set in public, word will slowly spread. Consider using one or more of the events described in the "In-Game Events" section to highlight the impact of the character's growing reputation.

Skabhet's Forces: The backbone of Skabhet's stranglehold on the city are his minions of Set, a squad of violent snake-headed fiends who walk the streets and haphazardly enforce laws they define on the spot. Civilians who grovel have a chance of surviving altercations. Those who fail to show sufficient subservience are either executed, dragged to the palace for Skabhet's cruel enjoyment, or taken to the Death Pit to sacrifice to its monstrous serpent.

Skabhet also has a growing company of desperate residents who've joined his cause. They're often destitute, pledging themselves to Set for food, survival, and to avoid Set's heartless minions. These unfortunates have decided it's better to swing the sword than die at the end of one. Set's grip on the city grows with every desperate soul claimed in this way.

The minions of Set have little tolerance for people of other faiths, especially clerics. They attempt to capture these individuals and either sacrifice them to the Serpent of the Death Pit (see Part 3: The Death Pit) or take them to be a new victim for Skabhet's artistic expression (see Part 4: Skabhet's Palace).


The City of
MUGDHAD
Moutain Gate
1-7
Palace
Upper City
Part 2
Ruined
Shrine
Temple Row
ASH WARD
Part 3
Death
Pit
Sweet Ward
1-6
GRAND MARKET
1-5
exit
Coin Ward
1-8
Desert Ward
1-5
Smuggler's
Tunnel
Entrance
1-3
1-4
walls
1-2
wagon
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MAP 3-1

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Tharikadh's Followers: Few Mugdhadites loved the previous governor, but now some grudgingly admit life was less terrible with him in power. A handful of citizens have remained loyal followers of Tharikadh and built a resistance network across the city. Their numbers are small and grow smaller each day, falling victim to Set's forces as they hunt for the previous governor.

Still, these followers somehow manage to hinder Set's Forces by stealing supplies, disrupting their activities, and sabotaging their buildings. As the struggle drags on, Mugdhad's citizens grow increasingly irate at these rebellious followers because of the inevitable reprisals from Skabhet's forces.

Silver Must Be Sacrificed: One of Skabhet's earliest decrees was that Set demanded all silver in the city be taken and sacrificed to the Serpent of the Death Pit. In truth, Grahd (the Serpent of the Pit) has no interest in silver, and merely guards it for Set's forces in his underground lair. However, Skabhet is vulnerable to silver and does all he can to sequester the material away from those who might harm him. Anyone found to possess silver must immediately give it the Set's forces. Failure to do so invites a quick death.

RUMORS

While interacting with people within Mugdhad, the characters have a chance of hearing the following rumors as they explore:

- Skabhet is counseled by a medusa, who is likely the true power behind the cult of Set. Mirrors were removed from the palace for fear the medusa would see her reflection. (FALSE)
- Skabhet demands only gold and gems as tribute. Copper and silver are considered an insult to him. (TRUE)
- Tharikadh is dead, eaten by the Serpent of the Death Pit when the forces of Set captured the city. (FALSE)
- Skabhet is spreading the rumor of Tharikadh's continued insurgence as an excuse to commit her acts of violence. (FALSE)
- Death Pit is a portal to hell, and anyone who enters is doomed to never return. (FALSE)
- Tharikadh is waiting for an opportunity to strike and free us from the cult of Set. (TRUE)
- Tharikadh has hired an army to free us. They'll be here soon. (FALSE)
- If you give yourself to Skabhet, and she finds you worthy, she'll transform you into one of her serpent minions. If you're unworthy, she turns you to stone. (FALSE)

The following sections describe encounter areas the adventurers are likely to encounter if they follow the Adventure Hooks provided. Should the characters wish to explore the city further, see *Appendix F – Mugdhad Gazetteer* for ideas.

Area 1-1 — Outer City: *After a long journey through the southern extent of the Ghetrian Dessert, the mud walls of Mugdhad finally come into view. The city rises around a rocky outcropping surrounded by a scattering of fields growing drought-resistant crops. The half-buried remnants of long-abandoned buildings poke through the mounds of sand and grass surrounding the city.*

These half-buried buildings are the remains of a shanty town that once encircled Mugdhad at the height of its power centuries ago. These broken structures provide limited shelter from the desert's incessant, sand-filled winds. Desperate travelers occasionally camp here, though rarely for more than a night as packs of wild dogs prowl outside the city at night, and minions of Set forcefully evict any squatters they find camped near the city during the day.

Area 1-2 — Merchant Wagon: If the adventurers continue towards the city, they come across a merchant wagon at the side of the trail a few hundred yards from the city gate.

At the side of the merchant-trail stand four camels quietly grazing near a loaded wagon. Nearby, in front of a brightly colored tent, sits a merchant contentedly puffing on a pipe. Two figures stand at attention behind him.

As you come near, the merchant's face brightens. With a broad smile, he calls to you, "Travelers! Welcome! Please, do come near! I have an offer I know you can't resist!"

The pipe-smoking merchant is **Zawg**, and the two figures behind Zawg are **Gilem** and **Etan**, his devoted bodyguards. They are utterly loyal to Zawg, as he has treated them well for many years.

Zawg (warrior): Init +7; Atk khopesh +1+deed die melee (1d8+deed die plus disarm on critical hit); AC 17 (chainmail); HD 5d12+5; hp 65; MV 25'; Act 1d20+1d14; SP warrior traits (Mighty Deed of Arms, deed die (+d7)), *potion of invisibility* (p. 224, DCC RPG); SV Fort +4, Ref +5, Will +1; AL N; Crit 18-20 V/d24.

Gilem: Init +2; Atk longsword +5 melee (1d8+2); AC 16 (chainmail & shield); HD 3d12; hp 28; MV 30'; Act 1d20; SV Fort +1, Ref +4, Will -1; AL C; Crit IV/d16.

Etan (thief): Init +1; Atk cane +4 melee (1d4+2, 1d10+2 when backstabbing); AC 15 (studded leather); HD 4d6+4; hp 22; MV 30'; Act 1d20; SP thief skills (backstab +8, sneak silently +9, hide in shadows +8, pick pocket +4, climb sheer surfaces +8, pick lock +8, find trap +6, disable trap +4, forge document +3, disguise self +6, read languages +1, handle poison +8, cast spell from scroll d12-1); SV Fort +3, Ref +3, Will +0; AL C; Crit II/d16.

Invisibly sitting atop one of the tent poles is **Kichkem**, a servitor sent by Skabhet to spy on Zawg. Skabhet has grown suspicious of the merchant and commanded Kichkem to report anything suspicious. Zawg and his guards are unaware of its presence.

Characters who spend time examining the outside of the merchant's tent and succeed on a DC 13 Intelligence check suspect a small unseen creature sits atop the tent. If discovered, Kichkem flies back to Skabhet in the royal palace to share what it has seen.

Kichkem (servitor): Init +4; Atk claw +6 melee (paralysis, 1d4 days, DC 16 Fort save negates) or bite +1 melee (1d3); AC 16; HD 1d8+4; hp 10; MV 40'; Act 2d20; SP , spellcasting (+4 spell check): Spells (1st) *cantrip*, invisibility (2/day, 1d4 hours, broken if attacking); SV Fort +3, Ref +6, Will +8; AL C; Crit M/d6.

ZAWG'S PLAN

Zawg is a persuasive and unscrupulous merchant who is ultimately out for himself. He flourished under Tharikadh's rule and viewed the previous governor's brute squads as his own security force thanks to considerable under-the-table payments. However, when Skabhet's forces arrived, he quickly recognized their strength. Being the opportunist he is, Zawg bartered for Skabhet's favor by sharing information on the placements of Tharikadh's units, which was instrumental in the cult of Set's rapid conquest of the city.

Over the past year, Zawg has grown dissatisfied with the cult of Set's presence in the town. Though Set's minions continue to leave him alone (thanks to his continued bribes), the decline in trade is draining his purse. Recently, Zawg decided Mugdhad, and more importantly himself, would be better off if Skabhet was removed. If he can make that happen, who better to control the town than himself!

Recognizing Skabhet's frustration at failing to capture Tharikadh, Zawg offered to find adventurers better suited to the task, requesting 1,000 gp to make it happen. Surprisingly, Skabhet accepted. Zawg then discretely sent messages to the nearest cities seeking hardy sellswords, suggesting that great rewards await the worthy. He then set up his merchant tent outside the city to meet with any mercenaries when they arrive while pretending to trade for silver. Zawg intends to encourage interested parties to eliminate not only Tharikadh, but Skabhet and Grahd as well, leaving him to rule the town in peace.

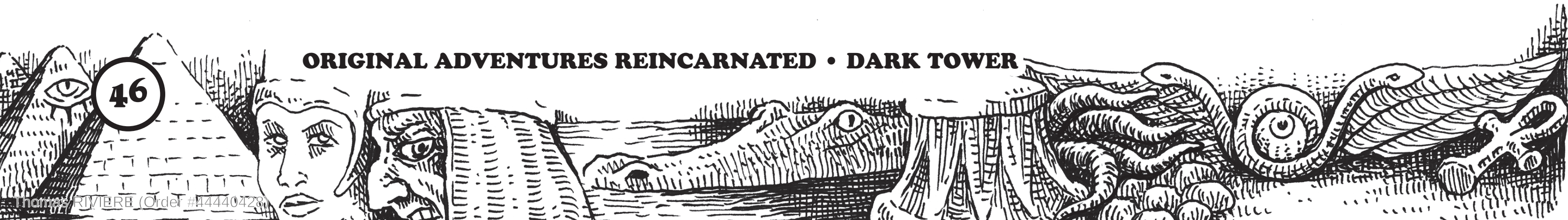
Now, if he could just find a group of reavers willing to do his dirty work...

Zawg isn't overly concerned with his silver trade, using it as a pretense to exist outside the city gates. He offers below market values, arguing it's worthless in the city as Skabhet's forces confiscate any silver they find. He will initially offer 1 gp for 20 sp but is willing to bargain lower.

When Zawg identifies a group with "potential", he initially only discusses Skabhet's wish to capture (or eliminate) Tharikadh. He lies, saying Skabhet has authorized him to pay a reward of up to 100 gp for Tharikadh's capture, dead or alive. He's willing to bargain up to 500 gp, but no more. He provides one 100 gp ruby as a sign of good faith if the group accepts his offer.

Assuming the group eventually succeeds in capturing the Tharikadh, he plans to use the remaining coin he received from Skabhet to bribe the characters to free the city of Skabhet and the cult of Set as well.

Zawg suggests the PCs start their search for Tharikadh at the Sandstorm Tavern in the Upper City (area 1-7), a place known to harbor sympathizers of the previous ruler.



Zawg says the group should avoid the ever-watchful eyes of Tharikadh's agents by sneaking into the city. He describes an old smuggling tunnel they could use (see area 1-5) but warns it could be dangerous as cutthroats have been known to prey on the unsuspecting.

Zawg does not tell the PCs that he suspects Skabhet's forces now guard the tunnel. He hopes to use the PCs to clear it of any guards so he can again use it to bypass the city gate. Assuming Set's forces block the tunnel, he expects it will be a good test to determine if the PCs are strong enough to defeat Skabhet.

If the group is unwilling to use the tunnel and would prefer to enter through the city gates (area 1-3), he will warn any obvious clerics that clergy were treated harshly by Skabhet's troops. He has many fabrics and clothing in his wagon that can disguise them if needed.

INTERACTING WITH ZAWG

Zawg has lived in Mugdhad for 2 years and is aware of the city's state before and after Skabhet's arrival. If he believes the PCs could defeat Skabhet, he will be very helpful in answering any questions they may have as best he can.

If utterly convinced in the group's ability to defeat the forces of Set, he may quietly share that the city might be better off with both Skabhet and Tharikadh removed.

> *"Of course, with both leaders removed, perhaps Mugdhad would be better served if a merchant of means ruled the city."*

Here are suggestions for Zawg's answers to questions:

- **What Do You Sell?** *"I trade for silver. The cult of Set confiscates any they find on visitors at the city gate, giving it as a sacrifice to the bestial Serpent of the Death Pit. Selling your silver to me is a better deal than losing it!"*
- **Why Trade Here?** *"The guards leave me alone, so long as I provide them a little payback."*
- **Isn't the Cult of Set Evil?** *"In my humble opinion, most leaders care little for those beneath them. Skabhet is harsh to those that oppose her but leaves folks alone if they follow her rules."*
- **What's your relation to Skabhet?** *"I make payments to Skabhet to make sure I stay in her good books."*

In the unlikely event the characters attack Zawg, his bodyguards Gilem and Etan defend him to the death. Zawg will quaff his *potion of invisibility* to escape to his home in the Upper City.

If the adventurers leave Zawg on good terms, he can be an ally who helps the characters in times of need.

Area 1-3 — South City Gate: *The merchant trail passes through the city walls via an arched tunnel, flanked by guard towers fashioned from the same hardened mud. Beneath a raised portcullis, a pair of armored guards carrying shields emblazoned with a rearing snake symbol stop everyone before entering the city.*

This entrance passage can be secured with a thick wooden gate and a portcullis. The portcullis is typically closed at night. The winches to open the portcullis are found on the second floor of each tower. It requires a successful DC 20 Strength check to lift the portcullis. The barred gates are reinforced and strong (AC 20, 75 hp).

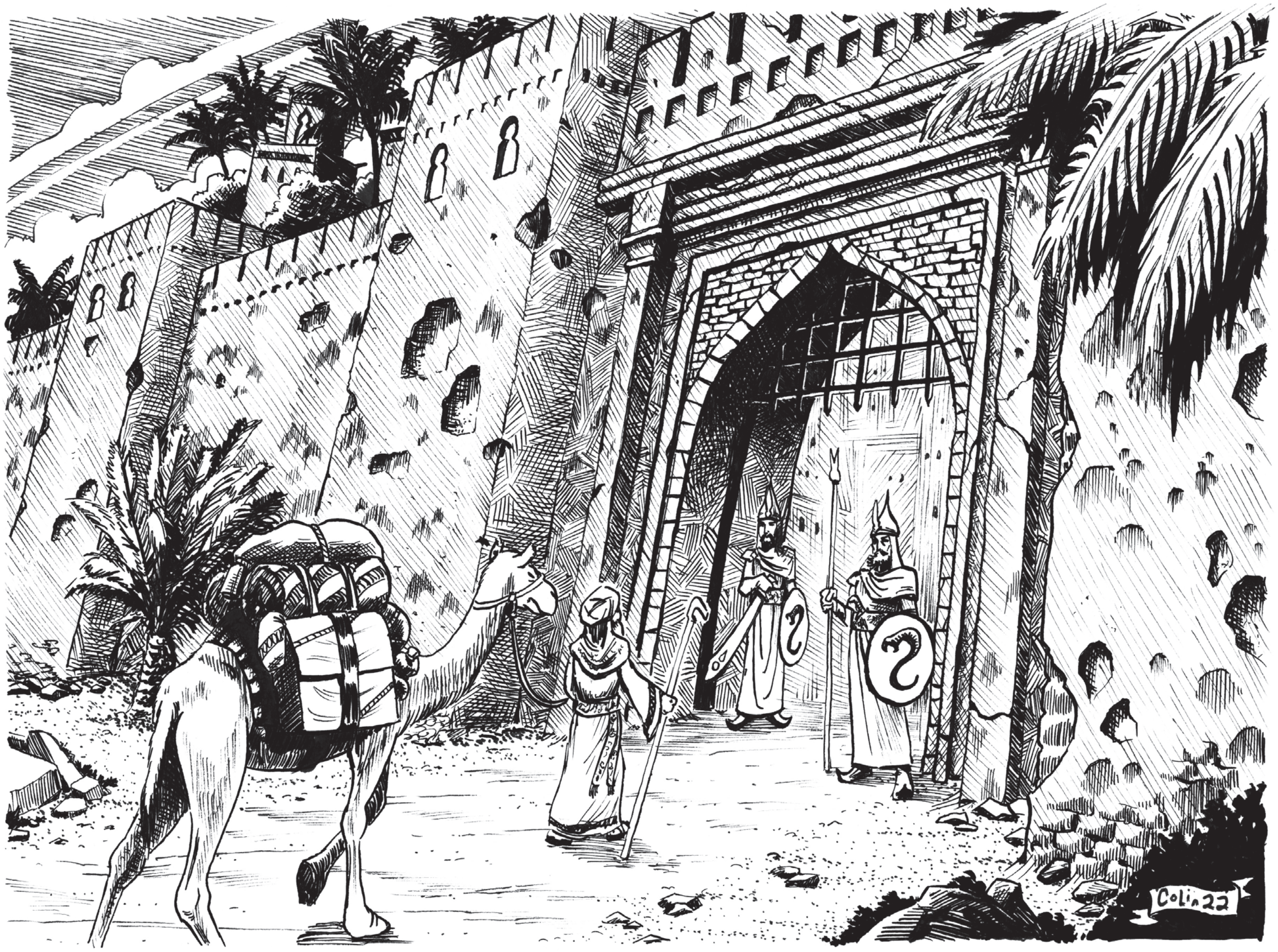
Two human **men-at-arms** stand by the gate collecting tolls from visitors and merchants visiting the city. They demand 1 gp per person, 1 gp per horse, and 10 gp per wagon to enter the city. Workers delivering food to the city are exempt from the tax. Additionally, the guards demand all silver be handed over at the gate, irrespective of any tolls collected.

Two 30' tall towers stand at either side of the gate. Each has three floors that are 20' square, and have stone steps leading to the next level. All doors in these towers are iron-reinforced doors that can be barred shut, requiring a successful DC 15 Strength check to open.

The gate towers are typically stationed with 2d4+1 men-at-arms, a **watch captain**, and overseen by a **minion of Set**. The captain carries a key for a locked chest stored on the ground floor of each tower.

- *Ground Floor*. This room includes a table and chairs where guards play cards while on duty. A locked chest storing the tax collected from visitors is kept here. A successful DC 15 Strength check or a DC 13 Pick Lock check can open the chest without a key. It contains 10d10 sp and 5d10 gp. A stone staircase leads to the second level.
- *Second Floor*. This level includes a wooden door opening onto the walkway encircling the inside of the city walls. It contains a rack holding spare armor, shields, and spears. The floor usually is empty.
- *Upper Floor*. Arrow slits on all sides of this room grant three-quarters cover (+4 AC bonus)from attacks outside the tower. A barrel of 150 arrows and a rack with four shortbows are stored here. One exceedingly bored man-at-arms is typically stationed here. A wooden ladder ascends to a trap door, which opens onto the roof.
- *Roof*. Five-foot-high crenelated parapets encircle the roof. Troops will only be stationed here if the city is under attack or facing an imminent threat.

The Ash Ward on the northern side of the city has a similar gate. Workers heading to the mines north of the city use this city entrance. Groups of workers led by a taskmaster are allowed to pass through the gate if they possess a mine



pass – consisting of a special bronze pendant. Only five of these pendants exist and are detailed in *Appendix F – The Ash Ward*.

Man-at-arms (2d4+1): Init +0; Atk short sword +1 melee (1d6), spear +1 melee (1d8), or shortbow +1 missile fire (1d6); AC 14 (studded leather & shield); HD 1d8; hp 5 each; MV 25′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and

20′ wide at its terminus. All within are affected by the snake's poison.

Watch captain: Init +1; Atk longsword +3 melee (1d8) or shortbow +3 missile fire (1d6); AC 16 (chainmail); HD 2d8; hp 12; MV 20′; Act 1d20; SV Fort +2, Ref +2, Will +1; AL C; Crit III/d8.

Area 1-4 — City Walls: *Hardened mud walls encircle Mugdhad. They are 20′ thick at their base and rise 25′ high, atop which is a ten-foot-wide walkway. The walkway's outer wall includes 5′ high crenelated parapets giving defenders cover against attacks outside the city.*

The walls are easy to climb because of their many cracks and footholds, requiring only a successful DC 8 Climb Sheer Surfaces or DC 12 Strength check. However, the ancient construction crumbles easily, forcing climbers to also succeed on a DC 13 Reflex save or fall, resulting in 2d6 damage as a portion of the mud wall disintegrates beneath them.

The walkways are regularly patrolled, day and night. Every minute a character stands atop the wall, they have a 1 in 6 chance of encountering a patrol of 1d4 **men-at-arms**, with 25% of these patrols including a **minion of Set**. These patrols aren't vigilant as they are overly confident in their control of the city. Unless they have been alerted to trouble, patrols suffer -1d on checks to observe stealthy characters.

Stairs from the ground rise along the inner walls every hundred feet, granting access to the walkway.

Man-at-arms (1d4): Init +0; Atk short sword +1 melee (1d6), spear +1 melee (1d8), or shortbow +1 missile fire (1d6); AC 14 (studded leather & shield); HD 1d8; hp 5 each; MV 25′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Area 1-5 — Smuggler's Tunnel: *At the base of the cliff, a dark cave entrance is barely visible behind a screen of brush and dry grass. The broken terrain helps to hide this area from anyone watching from the city's outer wall.*

Smugglers and unscrupulous merchants used this entrance to bypass the city gates for years. The tunnel is unlit. It varies from 5′ to 10′ wide and is generally 10′ high. The passage is hundreds of feet long, slowly twisting through the rock under the city before ending at a secret door in a dark alley in the Coin Ward. The secret door is easily noticed and opened from inside the tunnel, but from the outside, a successful DC 15 Intelligence check is required to identify the exit.

The forces of Set found this tunnel shortly after capturing the city. A **minion of Set** guards the tunnel's exit in the Coin Ward. The passage opens into a large natural cavern roughly 50′ in diameter at the tunnel's midpoint. Here, Skabhet installed a **zombie crocodile** to guard the route from unwanted use. The zombie crocodile attacks any creature not accompanied by Skabhet, Grahd, or a minion of Set.

If the characters were given the name of the Sandstorm Tavern by Zawg (area 1-2), they can easily find their way to that location from the tunnel's exit.

Minion of Set (type I demon, Set): Init +2 (surprise); Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**.

Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30'; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

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Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30' long and 20' wide at its terminus. All within are affected by the snake's poison.

Zombie crocodile: Init -8/-4 (in water); Atk bite +8 melee (3d5+10) or tail +8 melee (3d8+10); AC 14; HD 8d8; hp 36; MV 20', swim 40'; Act 1d24; SP un-dead traits; SV Fort +7, Ref -4/+0 (in water), Will -1; AL N; Crit U/d8.

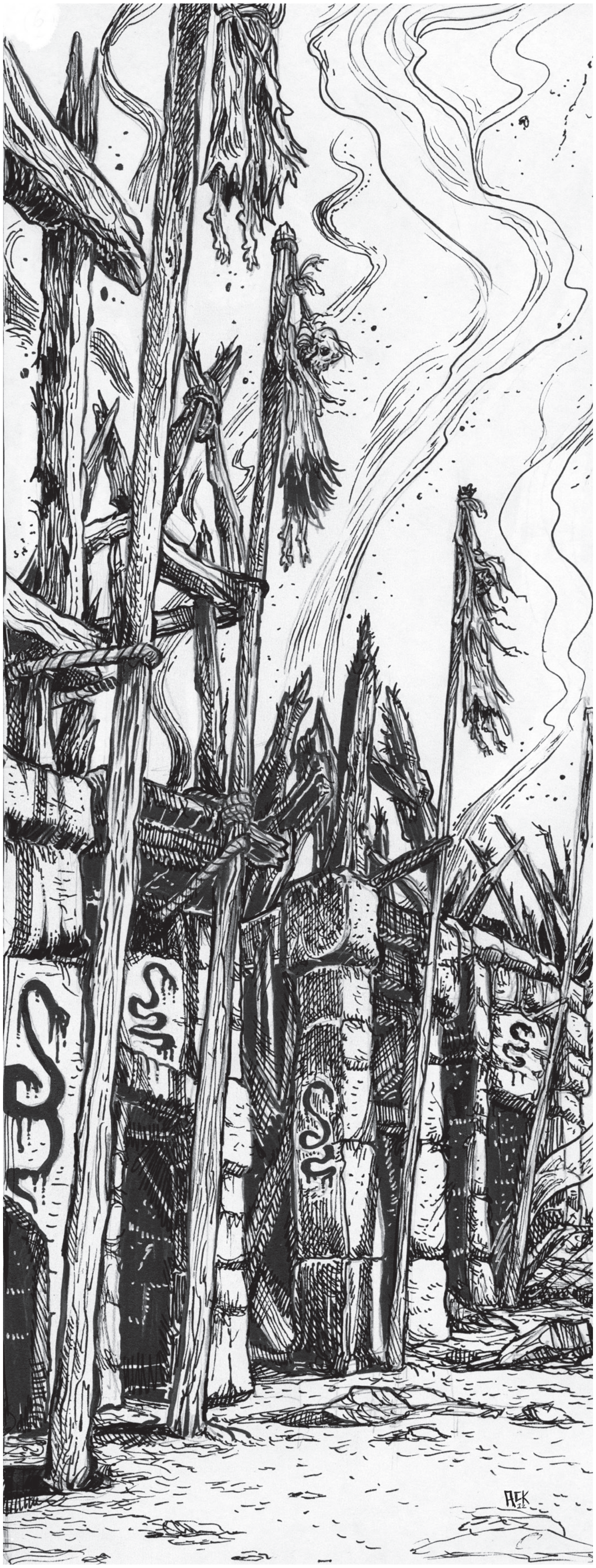
Un-dead traits: Zombie crocodiles are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 1-6 — Temple Row: *A row of four burned and broken temples line this street. The holy symbols that once hung from these buildings are defaced with dried blood smeared in the shape of a rearing snake. In front of each temple rises a 20' tall wooden pole where skeletal remains dressed in priestly robes hang from their wrists above the street.*

Skabhet's forces massacred all the priests and ransacked their temples shortly after taking the city. The corpses of each temple's high priest hang from poles in front of their broken temples. Their forms are now little more than skeletons wearing tattered priestly robes. The remaining priest bodies were taken to the palace and hung from poles around the water pools (see area 4-9).

If the judge has used the *Called by the Gods* adventure hook, the PCs should sense the atrocities on this street are a part of why they were urged to come to this city.

Characters who somehow honor a priest (removing them from the poles, saying prayers, etc.) receive a special, one-time use, spiritual charm as described below. Each priest offers only one spiritual charm. Once a character receives such a charm, no other priest's spirit will bless them.



Each of the high priests knew the true names of Skabhet and Grahd. If the characters later face either Skabhet or Grahd in combat, one of the characters who honored a priest is briefly visited by their ghostly image. The ghost mentally whispers the true name of the fiend and then tells the character,

> *"Utter this name aloud, with conviction to help defeat this desecration!"*

If the characters move to take down the hanging skeletons, people passing on the street become upset and fervently shout for them to stop. They are afraid these actions will bring punishment from Set's forces on anyone nearby. Some residents may forcefully intercede, screaming at the characters to stop. Intimidating the locals with a successful DC 12 Personality check will cause the residents to end their protestation.

The forces of Set ignore the taking down of the skeletons unless they've been warned about the PCs because of a previous encounter with Set's forces. Set's forces will mock the characters for *"Playing with dead things"* and suggest they go to a graveyard where they can really dig into some fun.

TEMPLES

- **The Blessed Forge:** This was the temple to Daenthar, the Mountain Lord, greater god of earth and industry. Their worship was always important in Mugdhad, particularly when large quantities of ore flowed from the Mountains of the Fifth Prince. The modest temple once boasted a working forge where artisans would visit to bless their creations. Bits of copper and metal have been left in a pile beside the temple's threshold.
- The skeleton of Moonhet Hammerhand, the head priest of Deanthar, hangs in front of the temple. A character honoring this priest receives the *Charm of Iron*.
    - ♦ *Charm of Iron*: This charm allows its holder to enchant a melee weapon held in their hands for 1 turn. While enchanted, the wielder's critical range (with this weapon only) is increased by +2. When the blessing expires, the charm vanishes.
- **Temple of Weal:** This temple once revered Myna, the Maid of Fortune, a chaotic goddess of chance. This temple was always popular within the city, particularly during times of hardship when people looked to change their fate. Hopeful citizens still leave dried flowers before the temple as offerings hoping to turn the goddess' blessings upon them.
- The skeleton of Gyadi Luckbearer, the high priestess of Myna, hangs in front of the temple. A character honoring this priest receives the *Charm of Fate*.
    - ♦ *Charm of Fate:* This charm grants its holder some power over fate. When received, the recipient rolls 1d6, 1d20, and 1d24. These are their fate rolls. They may substitute 1 of these results for any of their own action dice. The player may choose to use a fate roll after seeing the die roll, but before the roll's outcome is determined. Once a fate roll is used, it is spent and cannot be used again. Once all three fate rolls are used, the charm vanishes.
- **Pillars of Justice:** This temple was dedicated to Justicia, the goddess of mercy and justice. It was one of the smaller shrines along Temple Row frequented by a small but dedicated following. A few burnt candles rest beside the ruined temple, left by those hoping the Restoring Flame will again light the fires of justice.
- The skeleton of Vech Bearmane, the temple's high cleric, hangs here. A character honoring this priest receives the Charm of the Sentinel.
    - ♦ *Charm of the Sentinel:* This charm helps its bearer protect those under their guardianship. When a weapon attack targets an ally within 10' of the bearer, they may instantly move adjacent to that ally, causing the incoming attack to suffer a -1d penalty. If the ally being defended suffers damage from the attack, the charm's holder suffers equal damage. Once used three times, the charm vanishes.
- **Mitra's Shrine:** A modest sanctuary once stood here, dedicated to Mitra, god of duty, vigilance, and sworn enemy of Set. Set forces have taken considerable pleasure in destroying this shrine, leaving nothing but a pile of rubble. In Mugdhad, Mitra's followers were few, and they all died defending the city from Skabhet's incursion. No offerings are found beside the temple.
- The skeleton of Botis the Chaste, first Mitraic knight of the temple, hangs here. A character honoring this priest receives the *Charm of the Lion*.
    - ♦ *Charm of the Lion:* This charm grants divine protection against fiends in the service of Set. For the next seven days, a demon of Set suffers a -2 to all attack and damage rolls against the bearer of the charm. After one week, the charm vanishes.

Area 1-7 — Sandstorm Tavern: *Rising three stories above the street is the Sandstorm Tavern. A simple placard with its name hangs above its entrance. A few patrons can be seen enjoying food and drink through its front window.*

The Sandstorm Tavern serves food and drinks to patrons in the Upper City. Generous payments to the minions of Set by its owner Passef have allowed it to remain open. He is here at most hours, serving customers or resting in his private room behind the bar. The upper two floors have sleeping quarters available for rent, which are all empty at the moment – the downturn in economic activity results in few travelers needing places to stay.

Secretly, the tavern is a hub for those who remain sympathetic to the city's previous governor. Passef is an ardent supporter of Tharikadh and has covertly helped him by providing food and delivering messages. The tavern owner is also a follower of Ankharet and dreams of when the Sphinx Empire is reborn. He knows Tharikadh hides beneath the Shrine of Amun Tor but does not know how to find its secret entrance.

If Passef believes the PC responded to Tharikadh's call for mercenaries (see the *Liberate the City* adventure hook), he grows excited and shares his hopes they can return Tharikadh to power. He suggests they first seek him out at the Shrine of Amun Tor (see Part 2).

Area 1-8 – Luminous Scrolls: *A sign painted in yellow and purple proclaims "Luminous Scrolls" on the front of this modest two-story mud-walled building. Stacks of books are visible through its dirty, dust-covered front window.*

Luminous Scrolls is run by **Fawliq the Sage**, a wizard with an insatiable interest in history and lore related to the ancient Khonsurian Empire. He sells books of all sorts from his ill-kept shop, though his business has all but dried up since Set's forces arrived a year ago. He is terrified of Set's forces and stays in his shop most of the time, either becoming lost in his many books or resting in his modest apartment on the second floor.

Fawlik is intrigued by the Ruined Shrine of Amun Tor (see Part 2). He was briefly inside it once when he arrived in the city years ago and marveled at the inscriptions on its walls. He did not have a chance to decipher the text and is now too afraid to leave his shop again. He will encourage adventurers to investigate the shrine and happily shares its location. He suspects it may contain a wealth of lore regarding the ancient Khonsurian Empire and possibly a hidden shrine to Ankharet the Cursed, the sphinx demigod who ruled that empire.

Fawlik the Sage (wizard): Init +1; Atk dagger +2 melee (1d4) or +2 missile fire (1d4, range 30); AC 10; HD 5d4+5; hp 25; MV 30'; Act 1d20+1d14; Languages: Common, Elf, Demonic, Sphinx; SP Khonsurian expert, spellcasting (+7 spell check): Spells (1st) *burning hands, chill touch, comprehend languages, detect magic, force manipulation, magic missile, magic shield, mending;* (2nd) *mirror image*; SV Fort +2, Ref +2, Will +4; AL L; Crit I/d10.

Khonsurian expert: Fawliq gains a +1d bonus on all skill checks involving the history of the Khonsurian Empire.

PART 2: THE RUINED SHRINE OF AMUN TOR

After capturing the town and hanging all of its priests in a violent display of control, the minions of Set ransacked every temple they found. A shrine to Amun Tor, the Lord of Mystery, was missed by that initial mob because it is now largely forgotten; a small, deserted sanctuary and not along Temple Row (area 1-6) where most of the city's places of worship existed.

The shrine has been left unattended for many years. Only a handful of individuals in Mugdhad know that a secret shrine to Ankharet lies hidden beneath the temple. Here, Tharikadh sought shelter from Skabhet's incessant campaign to find and destroy him.

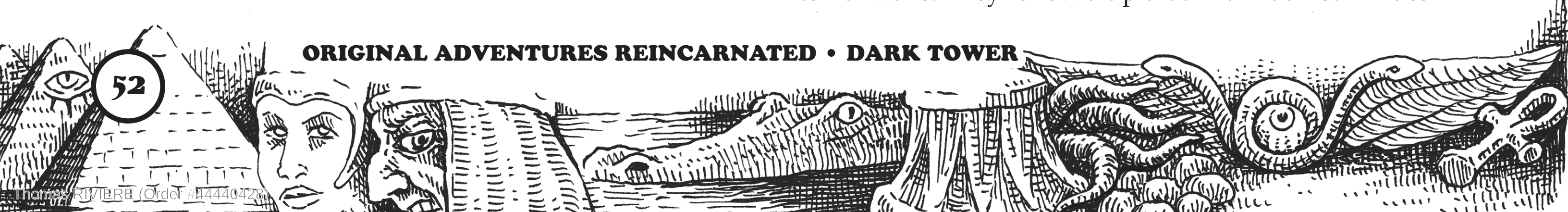
Area 2-1 — The Shrine of Mysteries: *At the end of the alley stands a nondescript building. Rough stone walls rise 20' high to a flat stone roof. A pair of wooden doors, greyed with age, open into the structure, and just visible above the doors is a faintly-etched glyph of an eye. One of the doors is slightly ajar.*

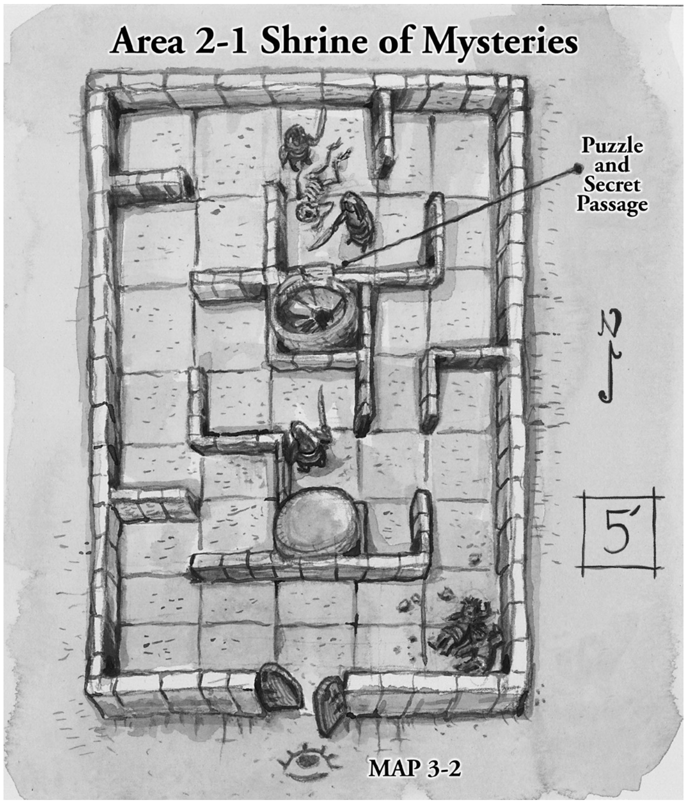
The only entrance into the shrine is through the front doors. The doors are of heavy wood construction and have no locks but may be barred from the inside using a nearby piece of wood (AC 15, 22 hp). A cleric (or other PC with appropriate background skills) making a DC 10 Intelligence skill check identifies the eye-glyph above the doors as a symbol associated with Amun Tor, god of mystery and riddles.

The shrine has no windows. The rough stone blocks of its outer walls are easily climbed, requiring only a DC 10 Climb Sheer Surfaces check to scramble onto its roof. The flat roof is covered with red clay tiles, each imprinted with stylized sphinxes, but is otherwise unremarkable.

The shrine's interior may be illuminated using oil lamps mounted along its many maze-like walls. The floor is lightly covered in sand and disturbed by a mess of footprints. Two great pillars help hold aloft the 20' high ceiling, illustrated with a peeling faded image of an androsphinx. The sphinx holds in its right paw a cube covered in numbers while its opposing paw points towards the numbers. The image suggests the actions required to open the secret passage described below. Those succeeding on a DC 12 Intelligence skill check recognize the androsphinx image to represent Amun Tor, the Lord of Mystery, the Father of Riddles. He is said to have guided sphinxes to form the great Khonsurian Empire, and also warned his immortal daughter, Queen Ankharet, of its impending doom.

When the characters arrive at the shrine, five **minions of Set** struggle to interpret the engraved writings that cover its internal walls. They follow a tip that Tharikadh still hides





beneath a temple in the city, which is the last shrine they have yet to scour. They are frustrated and unmotivated and will violently eject anyone interrupting their work. If left alone for 2 hours, the minions give up and start using sledgehammers to demolish the shrine, possibly discovering the secret passage after hours of reckless destruction.

The freshly killed remains of two unfortunate street urchins lie broken against a wall along with their meager possessions near the shrine's entrance. They squatted in the safety of this shrine until the agents of Set arrived, heartlessly executing the children when they began their search.

Successfully casting *speak with the dead* may reveal the urchins were named Nyasiir and Hawkesh and that they were around 10 years old when they died. This shrine had been their refuge in the last month since their mother was thrown as a sacrifice to Grahd in the Death Pit (see Part 3). Occasionally, they've seen a robed man enter and walk to somewhere in the rear of the shrine. Other times the same man would suddenly appear and leave the shrine. They've looked for a hidden door but couldn't find one. The robed man always ignored them as he came and went. The urchins are unaware the man they've seen was Tharikadh entering and leaving his hidden complex below the shrine.

Two of the minions of Set are examining a pile of bones near the back of the shrine. These bones belong to an unfortunate thief named Lawtz, who failed to solve the puzzle on a nearby wall years before Set's forces arrived (see below). If a *speak with the dead* spell is used on Lawtz's remains, he shares that he found a place on the walls where the letter-number pattern changed. He tried touching some of the numbers but died after his first attempt.

The walls of this chamber are mesmerizing. The inner walls are 2′ thick and do not reach the ceiling, being only 8′ high. These walls divide the shrine into a simple maze, and they are filled with lines of engraved characters composed of letters separated by numbers. The numbers appear to represent a count of the letters found to its right, as shown in this example:

> **…4●ADFX●6●YZKKAA●3●JQZ●5●PLLEM●4●AZOB●4●NZUI●…**

For the most part, these letter and number combinations are otherwise meaningless.

Characters examining the shrine's inner walls and succeeding on either a DC 15 Intelligence check or a DC 10 Find Trap check, as a thief may notice a faintly worn path leading there, discover a small section where the letter-number pattern is disrupted. Otherwise, it requires a total of 2 hours of searching to discover this location.

Hidden within the lines of inscribed characters is the following interesting passage:

> **…4●SURH●1●Z●9●8●7●6●5●4●3●2●1●A●3●YAW●3●EHT●5●KCOLNU●2●OT●7●SELDDIR●2●FO●6●REHTAF●3●EHT●2●NO●5●TUOC●3●ZYY●…**

Solving this puzzle reveals a secret passage through the wall. The text of interest is backward and reads:

> "COUNT ON THE FATHER OF RIDDLES TO UNLOCK THE WAY"

When a character examines the sequence, provide them with **Player Handout 13**.

The Father of Riddles refers to Amun Tor, the god of this shrine. The god's name consists of two words of four and three characters each. The secret code is thus 4 - 3.

A living creature who physically touches the numbers of the inscription causes the digits to click then glow with a soft white light. Only those specific numbers behave this way. There is no effect if numbers in other areas are pressed.

Pressing a second digit will either open a secret passage when the correct code is entered (4 - 3) or deal 2d10 damage to the creature entering the incorrect code. The numbers then stop glowing.

When the correct code is entered, a 5′ wide opening appears in the wall but remains open for only 3 rounds. The opening reveals a stone spiral staircase that descends to area 2-2. An oil lamp hung from the ceiling may be lit to illuminate the stairs.

After 3 rounds, the wall returns to its previous appearance, and the code can again be used to reactivate the secret passage. Creatures caught in the wall when it reforms are harmlessly shunted back to the main shrine.

On the hidden passage side of the wall, only a line of numbers are inscribed:

1•2•3•4•5•6•7•8•9

Entering the same answer code (4 - 3) likewise opens the wall as described above.

Judge's Note: For characters having trouble solving this riddle, consider allowing them an easy Intelligence check to make a connection between the need for two correct digits and the two words in the name of this shrine's god.

The section of the wall containing the secret passage may be broken through to access the stairs (AC 17, 50 hp). However, unless precautions are taken, the noise created by attempting to break down the wall will attract attention, causing a squad of 1d4+1 **minions of Set** to arrive within 2d8+1 rounds to investigate.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20'; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60', spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

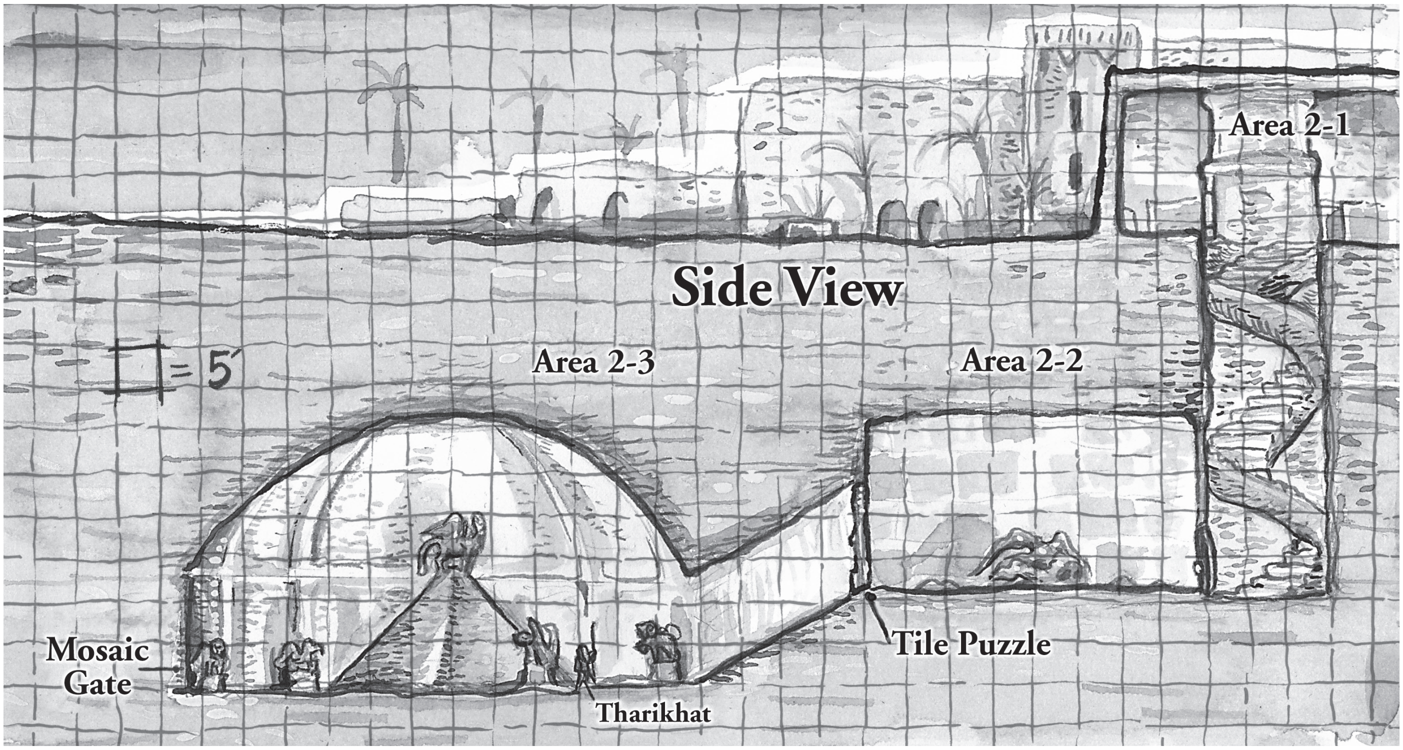
Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30'; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

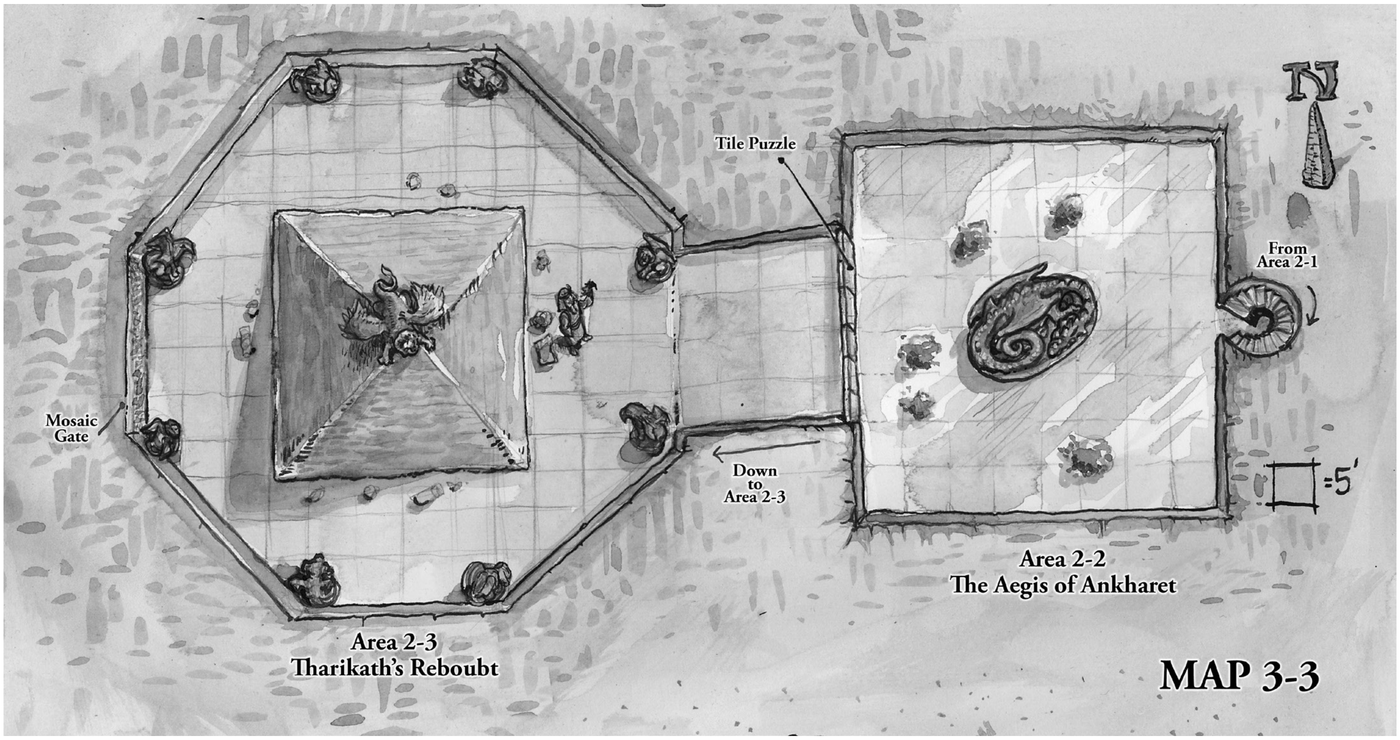
Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40'; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30' long and 20' wide at its terminus. All within are affected by the snake's poison.

Area 2-2 — The Aegis of Ankharet: *The winding stone staircase descends several turns before opening into a large chamber 40' square chamber. Crystal gems embedded in the ceiling flicker and glow, gently illuminating the chamber with its light. The air is cool and damp, carrying a musty smell. The smooth*





MAP 3-3

stone floor is slick with moisture that has seeped from the rock walls of the room and soaked several piles of wet ash randomly located in the chamber.

At the center of the room lies a large gilded statue of a dragon. Its expression appears alert, intensely staring at a glistening 6′ x 6′ grid of white porcelain tiles at the far side of the room. Each 1′ square tile contains an image of a man or a woman, possibly elves, dressed similar to the noble servants of ancient Khonsuria. The figures stand in a variety of strange poses. A metal plaque is affixed to the wall above the tiles and inscribed with a flowing script.

The stone staircase descended approximately 30′ below the shrine. The ceiling in this room is 20′ high. The rough stone walls and ceiling glisten from dampness that seeps from nearby natural springs but is otherwise harmless. The floor is slick with water. Characters moving more than half their movement must succeed on a DC 12 Reflex save or fall prone.

The five piles of damp ash are the remains of adventurers who descended to this chamber but failed to solve the porcelain tile puzzle and fell victim to the awakened dragon statue.

The statue is a **stone drake golem**, a specially crafted type of stone golem. Examining the statue suggests it is ancient as its gilded gold paint crumbles with the slightest touch. The statue remains inert until a character interacts with the porcelain tile puzzle. The statue stirs when the first tile is pressed; its head turns to focus on the individual manipulating the tiles. The moment an incorrect tile is pressed, the statue fully animates, releasing a burst of heat and a gravelly roar as it moves to attack everyone in the chamber.

Characters who wonder about the relation between the dragon and the Sphinx Queen and who succeed on a DC 15 Intelligence check may recall that Ankharet's consort was a dragon named Kozurgen. This statue may be a representation of him.

Golem, stone drake: Init +1; Atk claw (x2) +10 melee (1d8+10) and bite +10 melee (1d12+10), and tail +10 melee (1d20+10); AC 19; HD 20d10; hp 100; MV 30′; Act 4d20; SP golem traits, blindsight 100′, fiery aura, indestructible, breath weapon (fire, 3/day), magic resistance (all spells cast against a stone drake golem are subject to 50% chance of failure before saves are rolled); SV Fort +4, Ref +2, Will +0; AL N; Crit M/d30.

Blindsight: A stone drake golem has perfect perception of all things, including invisible targets, within 100′.

Breath weapon (fire, 3/day): A stone drake golem breathes a jet of fire 40′ long x 10′ wide, inflicting 2d20+20 damage (DC 18 Reflex save for half damage). The golem is capable of breathing fire upon itself to repair damage it has suffered.

Elemental healing (fire): A stone drake golem is healed by exposure to fire damage. When damage is inflicted by fire, the stone drake golem is instead healed by the same amount.

Fiery aura: When it animates, the stone drake golem releases a burst of heat, inflicting 2d10 damage to all creatures within a 10′ radius (DC 15 Fort save for half damage).

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep*.

Immutable: Golems are immune to magic which would change their form or size.

Indestructible: Even if utterly destroyed, a stone drake golem fully reforms within 1d7 days. The newly returned stone drake golem looks newly crafted.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

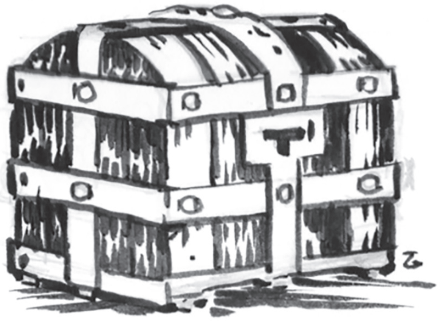
The figures on each tile are illustrated in positions easily recognized as representing letters. Each tile has a white background, and the figures are painted in red, black, and gold. If examined with *detect magic*, the tiles and the plaque are revealed to be magical. A successful DC 15 Find Trap check suggests that the tiles cover a massive secret door but that no apparent means to open it are visible.

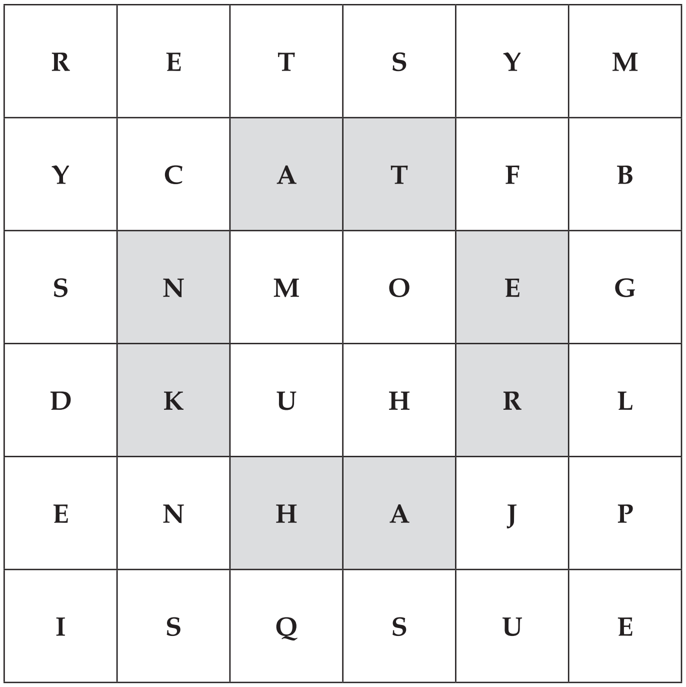
When a character first enters this room, the illustrated figures on the tiles subtly shift their stance to resemble letters of the most common language spoken by creatures within. Should the complement of creatures in the room change to alter the most common language, the letters adjust to accommodate.

The script on the plaque changes along with the tiles, always displaying the following message:

> **YOUR ANSWER SHALL RING**
> **WHEN YOU IMPRESS**
> **MYSTERY'S BLESSED ISSUE**

The letters of the tile are arranged as follows (show players **Player Handout 14**). Note the highlighted area on this diagram is not visible to the characters but shows the solution to the puzzle posed by the plaque's message.





R	**E**	**T**	**S**	**Y**	**M**
Y	**C**	**A**	**T**	**F**	**B**
S	**N**	**M**	**O**	**E**	**G**
D	**K**	**U**	**H**	**R**	**L**
E	**N**	**H**	**A**	**J**	**P**
I	**S**	**Q**	**S**	**U**	**E**

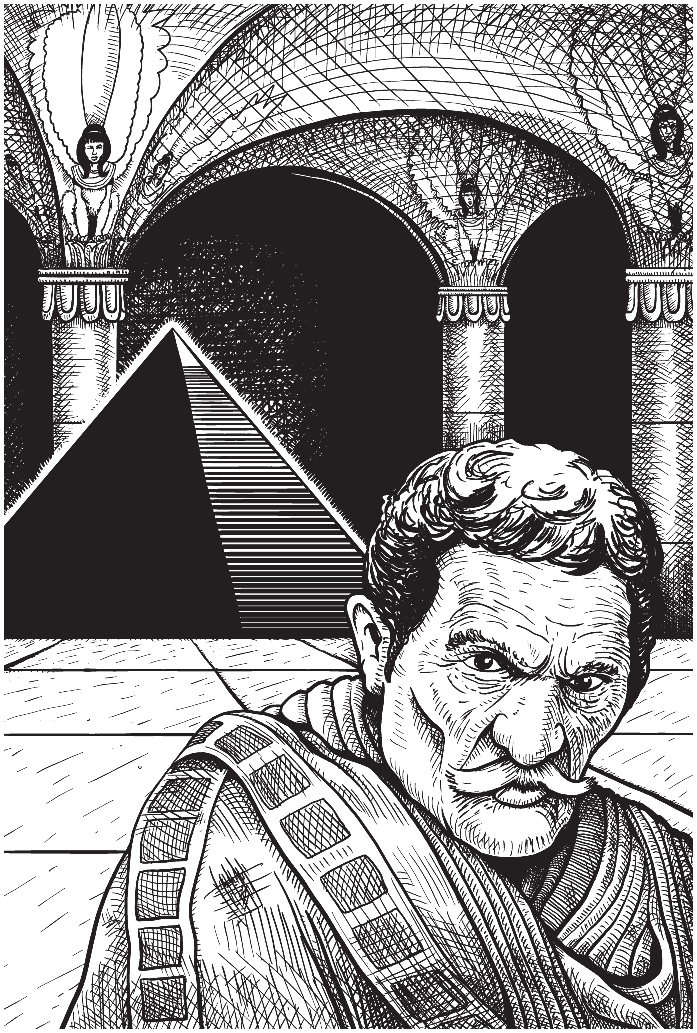
To solve the puzzle, the correct letter tiles must be pressed. Pressing a tile causes it to glow with a golden light. If the same tile is pressed twice, it stops glowing. The puzzle resets if no letters are pressed after 6 rounds.

The answer is "ANKHARET" which is found as a ring of letters near the center of the panel. The following clues are available for characters succeeding on the following skill checks (all Intelligence-based):

- DC 8 Intelligence skill check (religion-related occupation or class): You are currently beneath a shrine to Amun Tor, the Lord of Mysteries and The Father of Riddles.
- DC 12 Intelligence skill check (religion- or history-related occupation or class): Amun Tor fathered the Sphinx Queen, Ankharet the Cursed, though when she first ruled the Khonsurian Empire she was known as Ankharet the Blessed.
- DC 15 Find Trap check: You suspect recognizable but false answers are included in the tiles to trick the unwary.
- DC 20 Find Trap check: Faint traces of wear are noticeable on certain tiles in a circle around the center of the grid.

Once eight letters are pressed, if the letters do not spell "ANKHARET" as shown in the diagram, the letter glyphs release a blast of energy. Characters within a 30' cube in front of the panel suffer 2d10 damage (DC 15 Reflex save for half).

Additionally, if the stone drake has not yet been destroyed, it animates to attack all within the room. When it animates,



the fiery aura releases a burst of heat, and some of the water on the floor vaporizes, filling the room with mist reducing visibility throughout the room. Missile fire attacks made from 10′-15′ away suffer a -2 penalty while attacks made from 16′+ away suffer a -1d penalty. The mist disperses after 1 turn but can be removed by a wind of moderate or greater speed (at least 10 miles per hour).

If "ANKHARET" is entered into the tile puzzle, the tiled wall opens into two 10′ wide doors that swing outwards, revealing a 20′ long sloping passage leading down to area 2-3.

Unless propped somehow, the doors close soundlessly 6 rounds after they are opened. The doors can easily be pushed open from the other side when closed.

The wall containing the tiles may be broken through to access the hidden passage. However, this will notify Tharikadh in the next chamber, and he will prepare to ambush anyone who breaks through.

Area 2-3 — Tharikadh's Redoubt: *The sloped passage from the previous room opens into a large octagonal chamber with a high domed ceiling rising 30′ above the floor. Covering the ceiling is a mosaic depicting all manner of flying sphinxes circling a regal-looking gynosphinx holding a scepter, the end of which glows, brightly illuminating the room below.*

Dominating the chamber is a square-based pyramid made of pure white marble rising 15′ high. A regal bronze statue of a gynosphinx stands atop the pyramid, echoing the mosaic above. Eight smaller sphinx statues encircle the room, facing the pyramid. A large mural depicting the same gynosphinx but sitting within a pillared audience chamber behind her decorates the far wall. In contrast to the previous room, the marble floor here is dry. A sleeping mat, backpacks, and other personal effects lie scattered near the pyramid's base.

This great chamber was built as a shrine to Ankharet the Blessed before the demigod was corrupted, and she became known as Ankharet the Cursed. The large bronze sphinx atop the pyramid is a gynosphinx intended to represent Ankharet the Cursed, the Sphinx Queen. The far side of the room includes a colorful mosaic depicting Ankharet atop a fiery mountain. This is the end point of a one-way portal from the royal apartments in the city's palace (see area 4-10). It may only be used to come to this chamber; it cannot be used as an exit.

Currently, this is where Tharikadh hides from the agents of Set unless the characters have previously defeated him. How the city's previous governor greets the characters depends on whether they solved the puzzle in area 2-2 or broke through the door, and if they carry the *mask of the Sleeping Queen* (see Appendix D).

Arriving without the mask: *Standing at the pyramid's base is a man wearing once regal clothing now crumpled and dirty. Although he appears bent from weariness, his stare is defiant and unbroken. Perhaps you have finally found Tharikadh, the city's previous ruler. He speaks in a wavering but hopeful voice, "At last! The heroes I knew would come and help me again ascend to my rightful throne!"*

Arriving with the mask: *A regal figure stands at the base of the pyramid. Tharikadh, the city's previous ruler, commandingly holds out a hand, "I thank you for your service. Now give me the mask, and I shall give you your reward."*

Arriving by breaking down the door: Tharikadh is prepared to attack the intruders. The eight small sphinx statues rush to engage the PCs as they come through the door. Tharikadh stands at the base of the pyramid, having prepared *magic shield*.

Tharikadh knows he needs help to defeat Skabhet and his many Set minions. He will say and do anything to convince the PCs to fight for his cause and overthrow Set's forces so he can again rule. However, he is also very proud and arrogant and will only suffer limited disrespect before becoming frustrated and assaulting the characters.

If the characters agree to help Tharikadh, he can grant one of them Ankahret's Blessing (+1d to attack rolls against followers of Set), which lasts as long as they actively assist him to reclaim the city.

If the characters successfully return with Tharikadh's *mask of the Sleeping Queen*, he is elated and retrieves a coffer filled with 1,000 gp he keeps stored in the vessel of Gimet. If the characters demand more, he becomes offended, stating they should feel honored to have helped him. Unless the characters do something quickly to defuse the situation, he will attack the characters with all his powers at his disposal.

Tharikadh suspects the mask may be stored in the Death Pit (area 3-3) but is unsure. If Tharikadh learns the characters recovered the treasures from within, he insists it belongs to the people of Mugdhad, and by extension himself. If he is on good terms with the adventurers and they succeed on a DC 15 Personality check, he will let them keep half of what they found. Otherwise, he becomes angry, insisting it is returned to him immediately, attacking if the group fails to accommodate his demand.

The mask's presence fully invigorates Tharikadh. In the heady return of his powers, his demeanor becomes defiantly arrogant, and he will be eager to unleash his returned powers against any who disrespect him.

When not engaged in combat or directed otherwise by Tharikadh, the smaller sphinx statues rest atop small pedestals at each corner of the room. The base of each pedestal includes a small carving illustrating the face of the sphinx statue that rests atop it. The two pedestals with the gynosphinx images hide a secret door. A successful DC 10 Intelligence check spots stains on the floor around the northern gynosphinx pedestal and the faint smell of sewage.

Examining either of the gynosphinx pedestals and succeeding on a DC 17 Find Trap check finds a decorative ornament on the base that, when turned, causes the pedestal to slide, revealing a tunnel beneath the floor. The tunnel beneath the southern sphinx is clean, while the one beneath the northern sphinx reeks from a year's worth of chamber pots Tharikadh has dumped therein. Both tunnels lead to a chamber inside the pyramid that is just big enough to fit the *vessel of Gimet* (see Appendix D). Tharikadh keeps his treasure hidden inside the vessel (see below).

This city's previous governor remains arrogantly defiant despite his defeat by Skabhet. He is convinced Mugdhad is his city to rule, and anyone who disagrees is a traitor. However, he's an excellent liar and not above saying what someone wants to hear to get his way. Ultimately the value of his word is dependent on whether his oath will assist him or not.

Most of the time, he has hidden in this chamber since Skabhet claimed the city. He lives rustically, using a chamber pot he empties into a secret tunnel hidden beneath one of the smaller sphinx statues. He occasionally visits the Sandstorm Tavern (area 1-7) disguised as an ordinary merchant to meet with Passef, the tavern's owner and a loyal follower, to hear the latest news and obtain supplies.

Only a handful of people in all of Mugdhad know that besides being the city's previous governor, Tharikadh is also a wizard beholden to his patron Ankharet and pledged to return the evil Sphinx Queen to the world.

Tharikadh discovered these secret chambers beneath the Shrine of Amun Tor many years ago. Inside, he found an enchanted mask fashioned from glass and rare wood, infused with some of Ankharet's essence – the mask of the Sleeping Queen. This mask forged a strong connection between him and Ankharet, granting him great power and allowing him to rule Mugdhad for as long as he has.

Unfortunately for Tharikadh, when he confronted Skabhet as he attacked the city, the demon somehow wrestled his treasured mask from his possession. The loss significantly weakened him, forcing him to hide within these chambers beneath the city.

Try as he might, Skabhet could not use the mask's power as it is still bound to Tharikadh for as long as he lives. He recognizes the mask holds ancient secrets that could further Set's plans and is frustrated the previous governor continues to elude his grasp. For the time being, he has hidden the mask within the Cache of Set (area 3-3) along with the cult's other treasures.

Until the mask of the Sleeping Queen is returned to Tharikadh, his maximum hit points are reduced by one half. Additionally, Tharikadh cannot direct the bronze sphinx golem atop the pyramid to attack without the mask. However, he can always command the eight smaller sphinx statues.

The **bronze sphinx golem** becomes enabled only if the mask is present. The eight smaller sphinx statues are roughly the size of a pony and follow Tharikadh's directions. The smaller statues come in four varieties, two of each type.

- Androsphinx: A winged lion with a male human face.
- Gynosphinx: A winged lion with a female human face.
- Criosphinx: A winged lion with the head of a ram.
- Hieracosphinx: A winged lion with the head of a falcon.

Living statue (bronze sphinx) (8): Init +6 (surprise); Atk claw +4 melee (1d8+2); AC 20; HD 5d8; hp 25; MV 30′; Act 1d20; SP surprise; SV Fort +6, Ref -2, Will +0; AL N; Crit M/d10.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Golem, bronze sphinx: Init +1; Atk eye beam +10 missile fire attack (3d7, range 50); AC 22; HD 14d10; MV 0′ (may rotate 360 degrees); Act 3d20; SP golem traits, roar (3/day), magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +0, Ref -2, Will +0; AL N; Crit M/d20.

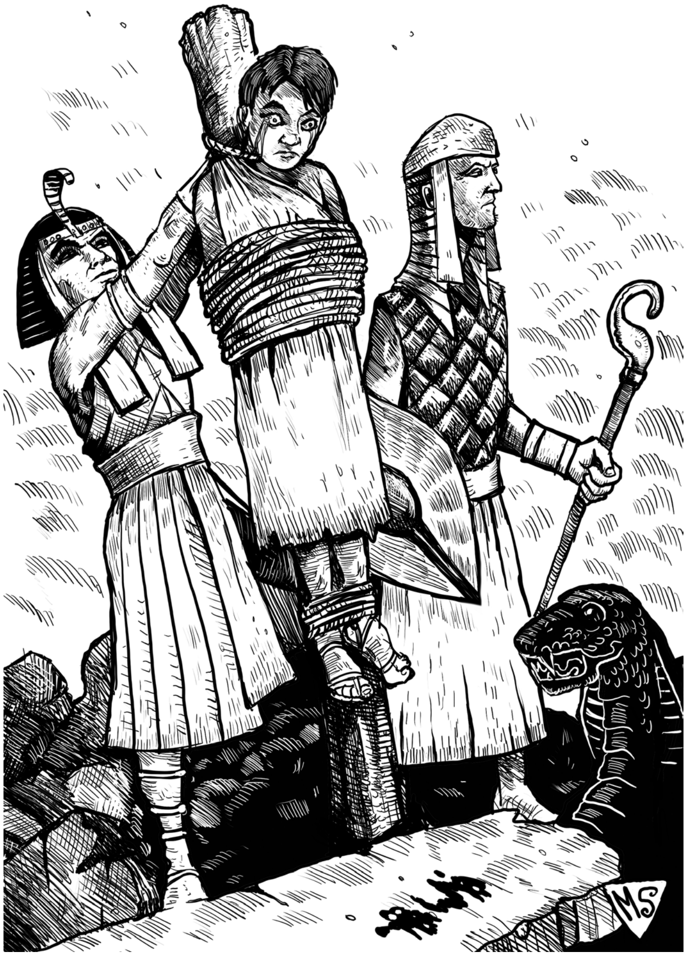
Elemental healing (electricity): A bronze sphinx golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the bronze sphinx golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.



Roar (3/day)*:* The bronze sphinx golem sphinx emits a magical roar. Each creature within 50′ is knocked prone and deafened for 10 rounds. In addition, living creatures have their movement and actions halved for the same duration. A successful DC 12 Fort save leaves the target prone and deafened for 1 round.

Tharikadh: Init +1; Atk +1 *Tharikadh's nekhakha* +7 melee (1d6+1d3+16) or +6 missile fire (1d6+1d3+11, range 20); AC 13; HD 10d4+10; hp 50 (25); MV 30′; Act 2d20+1d14; Languages: Common, Dragon; SP inscrutable, longevity, spellcasting (+12 spell check): Spells (1st) *cantrip, charm person, chill touch, color spray, comprehend languages, force manipulation, magic shield, sleep*; (2nd) *invisibility* (+2 spell check bonus)*, invisible companion, scare, scorching ray* (+2 spell check bonus)*, wizard staff*; (3rd) *dispel magic, paralysis, planar step, sword magic*; SV Fort +6, Ref +7, Will +11; AL N; Crit I/d14.

Held spell: As the rightful owner of the *mask of the Sleeping Queen*, Tharikadh is protected from death. When reduced to 1 hit point, the *mask of the Sleeping Queen* activates *planar step*, transporting him, along with any equipment worn or carried, to the *vessel of Gimet* provided they are both on the same plane.

Inscrutable: As the rightful owner of the *mask of the Sleeping Queen*, Tharikadh is immune to any magic which senses his emotions or reads his thoughts. Personality checks made to ascertain his intentions or sincerity suffer a -1d penalty.

Longevity: As the rightful owner of the *mask of the Sleeping Queen*, Tharikadh ages one year for every five that pass.

By ritually imbuing *sword magic* into his efforts to create a *wizard's staff*, Tharikadh fashioned this nekhakha (a type of flail) into something combining the best of both worlds.

***Tharikadh's nekhakha* (*+4 flail/wizard staff*):** INT 18; AL N; Banes: demons (shattering blow; critical hits do additional 1d10 damage), serpents (+2 attack bonus); Communication: empathy; Special Purposes: none; SP light (20′), +2 AC bonus, +3 saving throw bonus, +2 spell check bonus (*invisibility, scorching ray*), frostburn (inflict additional 1d3 cold damage with every strike; double damage to fire elementals), spell magnifier (wielder casts all spells at +1 CL), throwing weapon (always returns after a throw).

Tharikadh still has a significant treasure hoard even after a year of exile beneath the city. He keeps this stored inside the *vessel of Gimet*. What remains is a coffer filled with 1000 gp (to be given to the adventures upon the defeat of Skabhet and his forces), a chest filled with 500 cp, 250 sp, 400 gp, 10 gems (50 gp each), a *potion of growth*, scroll of *comprehend languages* (as per spell check result of 16), a *potion of extraordinary healing*, scroll of *spider climb* (as per spell check result of 18), and a *+1 silver-tipped spear*.

PART 3: THE DEATH PIT

One of the largest hits to the city's economy was the loss of its hulwah production. This sweet-smelling salve was made here in a building once known as Hulwah House. Heated spring waters pushed upwards, providing ample quantities needed to craft the valuable ointment.

This site was devastated during a battle between Skabhet and Tharikadh's forces. Each side threw terrible magics at the other. When it appeared as if Tharikadh's forces had the upper hand, Skabhet invoked Set's power to summon Grahd, a Lesser Son of Set. This bestial serpent burst from the ground, and a massive sinkhole appeared, destroying the hulwah making facilities. In this battle, Skabhet stole the *mask of the Sleeping Queen* from Tharikadh that became the decisive turning point that brought victory to Set's forces.

In the aftermath of the attack, none of the previous hulwah manufacturing survived; only the sinkhole remained. Grahd, who the locals refer to as the Serpent of the Death Pit, lairs in the noxious, mist-filled depths of the chasm. He only rises from the pit to claim sacrifices left for him to consume.

HULWAH

This expensive fragrant ointment was once sought after by wealthy nobles throughout the desert. It is brewed from the pulp of a local desert fruit and the crushed remains of giant ant larva. The secrets to its production were held close by the three merchant families in Mugdhad; each was effectively wiped out in the violent events that allowed the followers of Set to claim the city.

Local merchants would pay a fortune to recover the instructions for making hulwah. A rumor persists that a child of one of the families with arcane talent moved away to become a wizard of great power who now lives in a tower deep in the desert. They may hold the secrets to crafting hulwah, but PCs would have to brave the depths of the Ghetrian Desert and speak with the reclusive Wizard of the Sandy Wastes.

Area 3-1 — The Outer Ledge: *Whatever buildings once stood in this section of the city have been leveled. Mounds of debris surround a vast, mist-filled pit. A makeshift altar carved to resemble a coiled snake stands nearby. Two minions of Set tie a sobbing youth to a pole behind the altar while low guttural sounds reverberate from the depths of the nearby pit.*

Two **minions of Set** are tying a youth to the pole to be sacrificed to the Serpent of the Death Pit. They forcefully respond to anyone who disturbs their work.

The remains of the buildings once used to fabricate hulwah form 10′ high mounds of debris encircling the pit's entrance. Clambering about them reduces movement by half.

Gallons of hulwah were magically corrupted in the decisive battle between Tharikadh and Skabhet's forces. The once fragrant salve was transformed into fiendish ooze creatures that now infest the area. The debris piles hold 4 **hulwah creepers**. While oozing through this debris, the hulwah creepers are able to attack with surprise. They lash out at anyone foolish enough to come near the rubble and pursue those who descend into the pit. They will not leave this area, preferring to stay near the Death Pit. They crawl along the pit walls and slither through the debris piles, never straying more than 15′.

The ground within 10′ of the pit is loose and unstable. A dwarf (or other PC with an appropriate occupation) succeeding on a DC 12 Intelligence skill check recognizes that the earth could give way.

Area effect spells and powers that deal physical damage are at risk of collapsing the unstable ground. Dealing bludgeoning damage, such as striking the ground with a hammer, will have a similar effect. The chance the ground collapses with each attack equals the damage rolled as a percentage. For example, if a fireball exploded dealing 25 damage in this area, there would be a 25% chance the unstable ground collapsed into the cavern below.

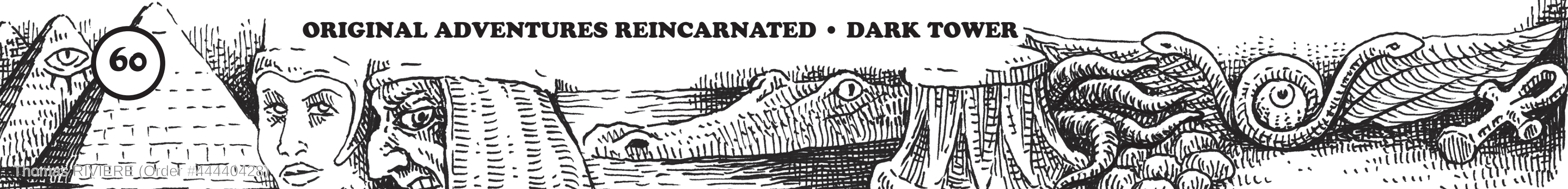
Creatures in the collapsing area must make a DC 15 Reflex save to avoid plummeting 50′ into the cavern below, taking 5d6 damage when they hit bottom and risking breaking bones (see Falling, p. 96, DCC RPG). With a successful Luck check, the falling PC drops into one of the deeper pools of water in the cavern below, in which case the falling damage is cut in half.

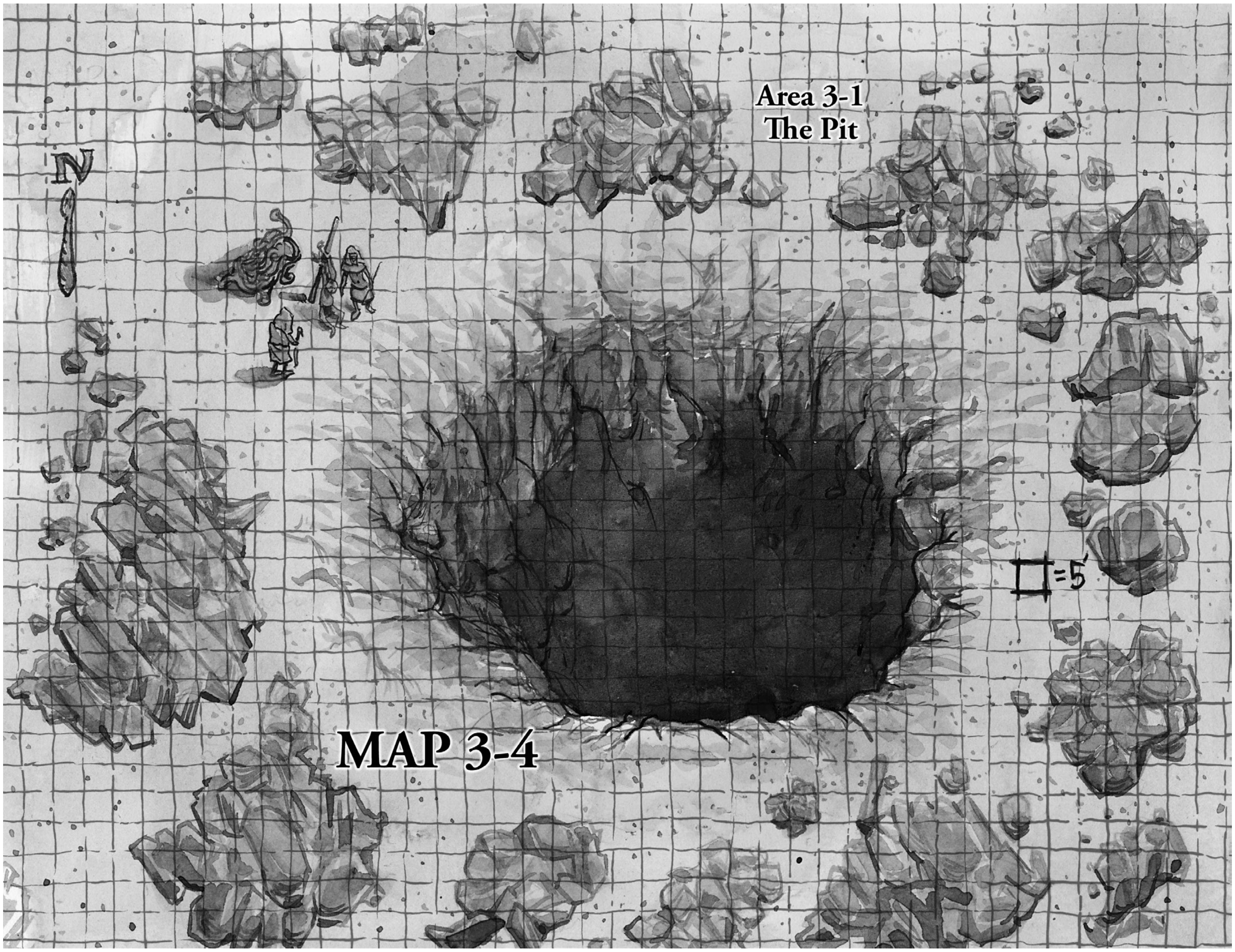
When the ground breaks, creatures in the cavern (area 3-2) fall prone and suffer 4d10 damage from the falling debris (initial DC 15 Reflex save to avoid falling prone; if successful, a second DC 13 Reflex save for half damage).

Hulwah creepers (4): Init +0 (surprise); Atk pseudopod +6 melee (1d7); AC 12; HD 8d8 (2d8 per 5′ square); hp 35; MV 10′, climb 10′; Act 8d20 (2d20 per 5′ square); SP cascade, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N; Crit M/d14.

Cascade: While normally slow, hulwah creepers will sometimes use gravity to allow them to rapidly descend while suspended above the ground at a rate of 15′ per 5′ square.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic





resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Area 3-2 — The Cavern of The Serpent: *A swirling noxious mist fills this deep crater hiding everything beyond a few feet. The air smells rancid, reminiscent of rotten eggs and burnt onions, and something unseen stirs below as a low growl echoes within its depths.*

This deep pit was formed during a great battle between Tharikadh and Skabhet when Set's forces claimed the city. The once pure waters used by the makers of hulwah are now polluted, tainted by Set's evil presence.

Hidden within the choking mists is the creature locals know as the Serpent of the Death Pit. This demonic beast is **Grahd, Lesser Son of Set**. He is Skabhet's brutish lieutenant, who spends much of his time contentedly lounging in the fetid waters at the bottom of the cavern. The fetid water fills most of the cavern to a depth of 3′. A few deeper sections exist where the water's depth drops to 20′.

Grahd is charged with guarding the treasure horde compiled by Set's forces (see area 3-3). He is attended to by the **cursed souls** of two priests of Set. These priests are bound to follow and protect Grahd wherever he goes. Three **hulwah creepers** cling to the sides of the pit, basking in the cavern's stench.

A heavy choking mist fills the crater reducing visibility to 20′. As one descends into the Death Pit, the mist becomes increasingly heavy, and the stench grows worse. The mists at the bottom 10′ are so toxic that PCs within the mist in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) *and* suffer 1 damage each round.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round. However, this dispersal is only temporary as the mist gradually returns once the winds stop. After 1 hour, the chamber has refilled, and after 4 hours, the lower 10′ are again poisonous.

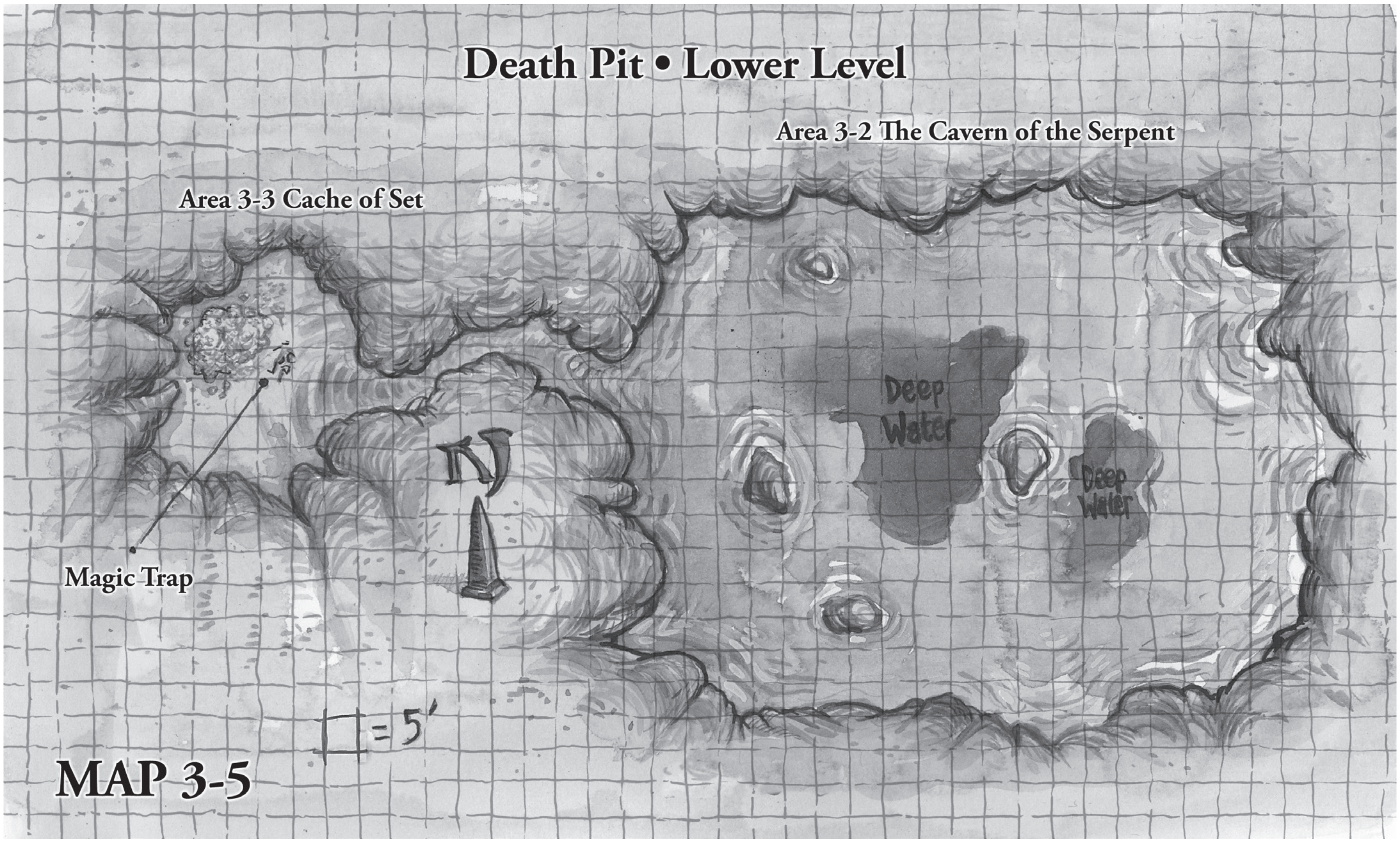
Unleashing area effect damage within the cavern is even more dangerous than on the ground above. The chance of a collapse occurring with each attack equals 25 plus the damage rolled as a percentage. For example, if a fireball exploded dealing 25 damage in this area, there would be a 25 + 25 = 50% chance the unstable ground above collapsed into the cavern below.

When the ground breaks, creatures in the cavern (area 3-2) fall prone and suffer 4d10 damage from the falling debris (initial DC 15 Reflex save to avoid falling prone; if successful, a second DC 13 Reflex save for half damage).

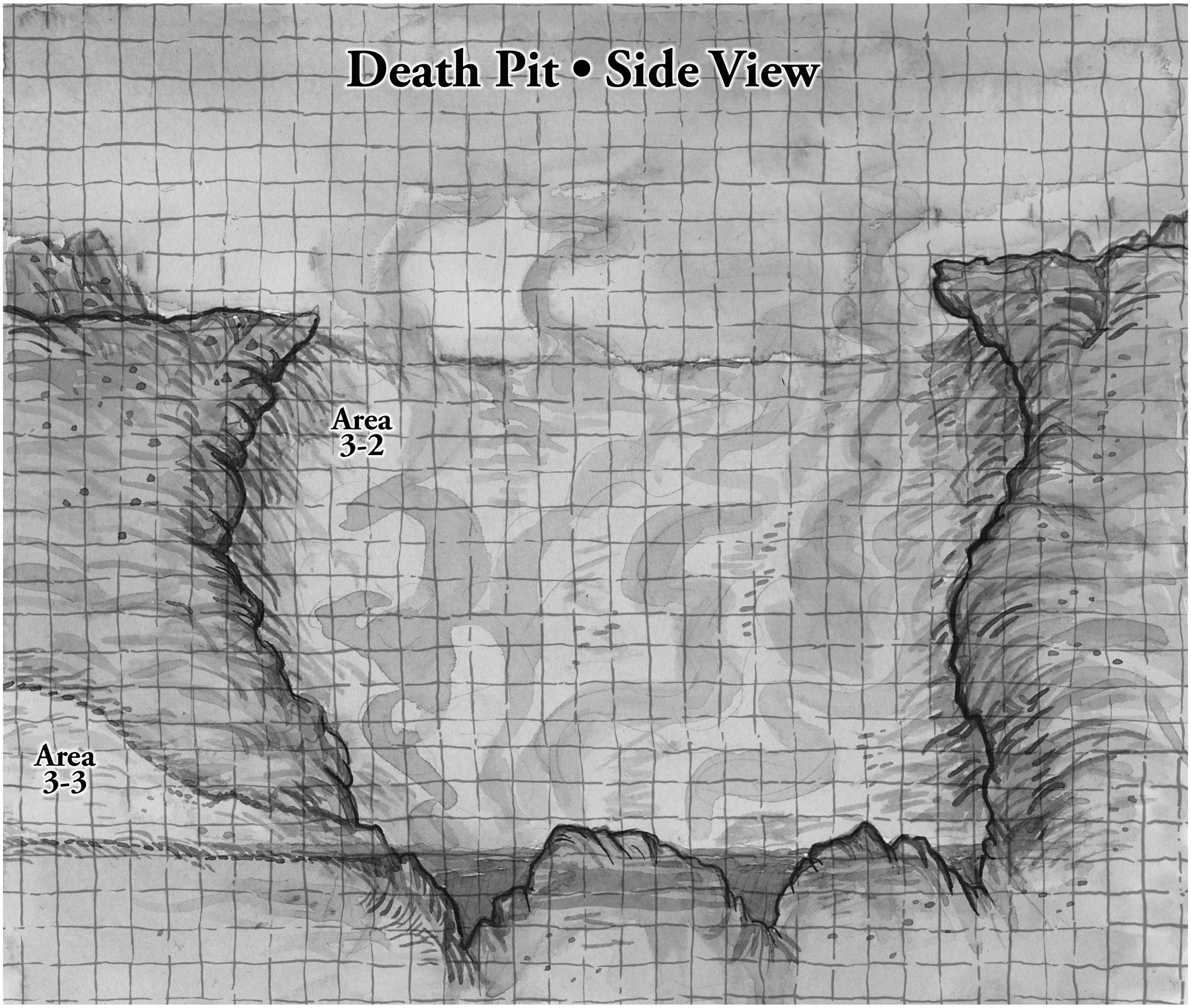
Grahd, Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4), bite +8 melee (1d3 plus constriction and poison (DC 18 Fort save or permanently blinded; if blinded, second save or automatic death)); AC 18; HD 6d12+12; hp 60; MV 30′; Act 3d20; Languages: Common, Demonic; SP Son of Set traits, demon traits, blindsight 120′, summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled); SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Blindsight: Grahd has perfect perception of all things, including invisible targets, within 120′.

Constriction: On a successful bite attack Grahd may immediately wrap his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage. Grahd may only have one target constricted at a time.


Death Pit • Lower Level

MAP 3-5



Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

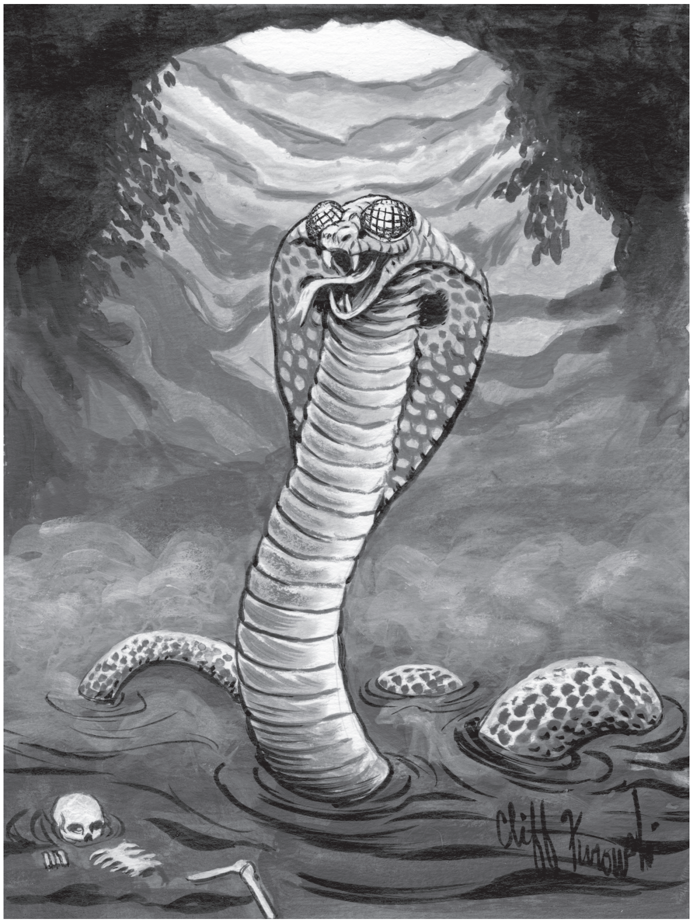
Gaseous form (1/day): Grahd becomes gaseous for 1d4 turns, becoming immune to mundane attacks. Should Grahd's hit points drop below 25, he will assume his gaseous form and flee to the palace to seek Skabhet's aid (see Part 4: Skabhet's Palace).

Son of Set traits: Cobra head, insect eyes, snake body, snake-like lower body, gaseous form, regeneration (5/round, fire damage halts the regeneration for a round), teleport, true name.

Teleport: Grahd can teleport himself and up to four other willing targets, to a destination of his choosing within 10 miles.

True name: If Grahd's true name is spoken within range of his hearing, all his saving throws suffer a -1d penalty for one hour (in addition to being vulnerable to the spell *true name*). No living person in the city knows Grahd's true name save Skabhet, and she will not share this except as a last resort to save her own existence. However, the seven priests whose corpses hang from poles along Temple Row do know the true names of both Grahd and Skabhet.

This Lesser Son of Set resembles a massive cobra with large, shimmering insect-like compound eyes. He is a dim-witted brute who enjoys inflicting pain and fear. He makes great use of the water-filled bottom of the chamber, grappling creatures within his coils and crushing them beneath the water. Thanks to his blindsight, he can easily find targets in the mist-filled depths, and



he is unhindered by its noxious vapors. Though he often dozes in the cavern, the bound priestly souls ensure he is never surprised by unexpected guests.

Cursed Souls (2): Init +3; Atk debilitating touch +8 melee (1d4 temporary Strength); AC 17; HD 6d8; hp 34; MV fly 40′; Act 1d24; SP un-dead traits, incorporeal, immune to non-magical weapons; SV Fort +5, Ref +10, Will +8; AL C; Crit U/d10.

Un-dead traits: Cursed souls are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Hulwah creeper (4): Init +0; Atk pseudopod +6 melee (1d7); AC 12; HD 8d8 (2d8 per 5′ square); hp 35; MV 10′, climb 10′; Act 8d20 (2d20 per 5′ square); SP cascade, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N; Crit M/d14.

Cascade: While normally slow, hulwah creepers will sometimes use gravity to allow them to rapidly descend while suspended above the ground at a rate of 15′ per 5′ square.

Area 3-3 — Cache of Set: *A short tunnel from the larger cavern leads to this smaller, dry antechamber. Although a hazy mist still fills the air, it carries less stench and is easier to breathe. Heaps of treasure are piled indiscriminately on the ground. Silver objects and coins dominate, but other valuable items are also gathered here.*

This chamber is used to store the wealth collected by Skabhet's forces. Because of his silver vulnerability, his minions have gathered all silver objects they could find within the city. Skabhet has inscribed a sigil on the ground where the treasure is stored. When anyone other than Skabhet, Grahd, or a minion of Set comes within 5′ of the treasure, it triggers an electrical storm, inflicting 3d6 damage to all creatures within 20′ (DC 24 Reflex save for half damage)

Skabhet has amassed a great quantity of silver and some treasures he is still deciding how to use. Contained within are 35,000 sp, 8,000 gp, and 1,200 pp, a silver chalice set with gemstones (250 gp), a silver-plated steel longsword with an ivory hilt (500 gp), a silver and gold brooch (750 gp), 10 silver sling bullets (1 gp total), a silver ceremonial dagger emblazoned with a holy symbol (20 gp), 10 silver-tipped arrows (10 gp), a silver chain (50 gp), a pair of silver earrings (25 gp), a silver ewer (100 gp), 8 silver mirrors of varying size (500 gp total), several silver holy symbols of various gods worshiped with Mugdhad (250 gp total), 5 garnets (100 gp each).

However, most significant is the *mask of the Sleeping Queen* (see Appendix D) which rests atop the pile of treasure.

PART 4: SKABHET'S PALACE

This palace has watched over Mugdhad since the days of the Khonsurian empire. A 15′ high stone wall surrounds the complex. A pair of gates open onto the palace grounds, while a smaller servant's portal enters the northern wall. A guard tower flanks the ornate main entrance. The most impressive feature is a pillared audience pavilion overlooking once pristine water pools now tainted by Set. Other buildings within the palace complex include servant's quarters, barracks, stables, mess hall, and royal apartments.

The palace grounds boasted manicured lawns and a fragrant rose garden at one time. These have all withered with Skabhet's arrival, though the Chosen Son of Set ensures a vegetable garden beside the mess hall continues to provide food for the palace.

GENERAL FEATURES

Extending around the rectangular palace grounds is a 15′ stone wall. The wall is expertly fashioned from smooth stone, requiring a successful DC 20 Climb Sheer Surfaces check to scale. The entry gate in the eastern wall opens onto Temple Row. A smaller side gate (area 4-3) exists on the northern side adjacent to the upper city. A 30′ high stone cliff drops below the southern and western walls. The cliffs can be scaled with a successful

DC 15 Climb Sheer Surfaces check. However, sentries on the city's outer wall have clear views of the entire cliff face.

Unless otherwise noted, doors in palace buildings are wooden and unlocked. Oil lanterns illuminate the walking paths and the pillared audience pavilion at night.

Skabhet has added his decorative touch to the palace grounds by installing numerous statues. Each figure shows a humanoid with a look of fear, either staring at their body in horror or holding up their hands to shield their face.

The statues are gruesome displays of Skabhet's displeasure with those who petitioned him for mercy. He entombed living victims beneath a shell of stone using *transmute earth* spells. If broken, a statue releases its victim's putrefied decaying body but is otherwise harmless to the characters. He enjoyed creating these statues and likes that it has encouraged the false rumor that a medusa lives within the palace.

PATROLS

The grounds are regularly patrolled day and night. Each turn the PCs spend moving around the palace grounds gives a 3-in-6 chance of encountering a patrol. Roll a 1d4 and consult the table below.

d4 Roll	Encounter
1	Patrol (1d4+1 men-at-arms, 1 crocodile)
2	Patrol (1d6 men-at-arms, 1 minion of Set)
3	Patrol (1d4+1 men-at-arms, 1 zealot)
4	Patrol (2 minions of Set)

Patrols include one person with a horn, and at night they carry lanterns. If blown, the horn alerts the palace complex and summons 2d6 men-at-arms **men-at-arms** and two **minions of Set** within 2d3+1 rounds.

Crocodile: Init +0/+4 (in water); Atk bite +10 melee (3d6+10) or tail +12 melee (3d10+10); AC 17; HD 12d8; hp 56; MV 30', swim 60'; Act 1d24; SP camouflage (+10 to hide checks in water); SV Fort +10, Ref +0/+4 (in water), Will +6; AL N; Crit 22-24 DR/d8.

Man-at-arms (2d4+1): Init +0; Atk short sword +1 melee (1d6), spear +1 melee (1d8), or shortbow +1 missile fire (1d6); AC 14 (studded leather & shield); HD 1d8; hp 5 each; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Minion of Set (type I demon, Set) (1 or 2): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28 each; MV 20'; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Zealot: Init +2; Atk dagger +3 melee (1d4+2) or +3 missile fire (1d4) and bite +3 melee (1); AC 14; HD 2d12; hp 24; MV 30′; Act 1d20; SP battle madness; SV Fort +3, Ref +2, Will +0; AL C; Crit III/d8.

Battle madness: When first wounded, the zealot is overtaken by battle madness. They gain +10 temporary hit points and a +5 to all attacks, damage, and saving throws while in combat. After 1 turn this madness fades causing them to lose any remaining temporary hit points. If this brings their hit point total to 0 or less, they drop dead from their wounds.

Area 4-1 — Entry Gate: *A pair of ornate iron gates provide entry through a stone wall into the palace grounds. The gate's bars are expertly shaped to depict sitting sphinxes. Behind the gate, an elegant columned pavilion stands at the center of a large courtyard. The grounds are littered with stone figures and numerous tall poles that hang unmoving robed figures.*

The gates are each 10′ wide and 8′ tall. They are in good condition and easily swing inward on well-oiled hinges. Skabhet usually keeps the main entry gates closed but unlocked, with a **minion of Set** standing watch behind the gate. The sentry carries a horn, which, if blown, alerts the palace complex and summons 2d6 **men-at-arms** and two **minions of Set** from the adjacent guardhouse within 3 rounds.

Man-at-arms (2d6): Init +0; Atk short sword +1 melee (1d6), spear +1 melee (1d8), or shortbow +1 missile fire (1d6); AC 14 (studded leather and shield); HD 1d8; hp 5; MV 25′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Minion of Set (type I demon, Set) (3): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

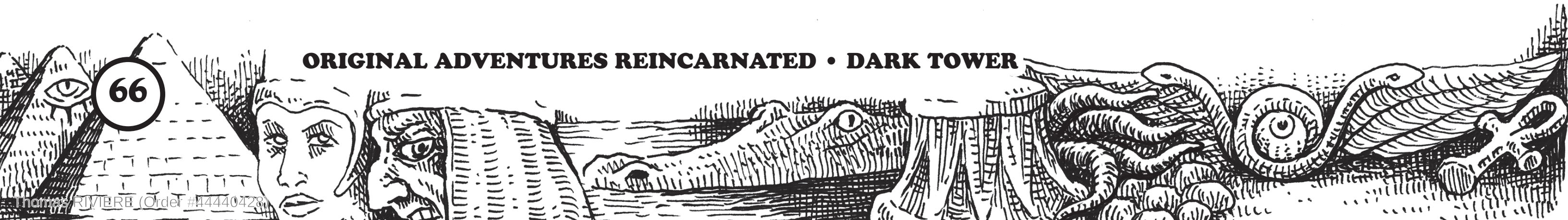
Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

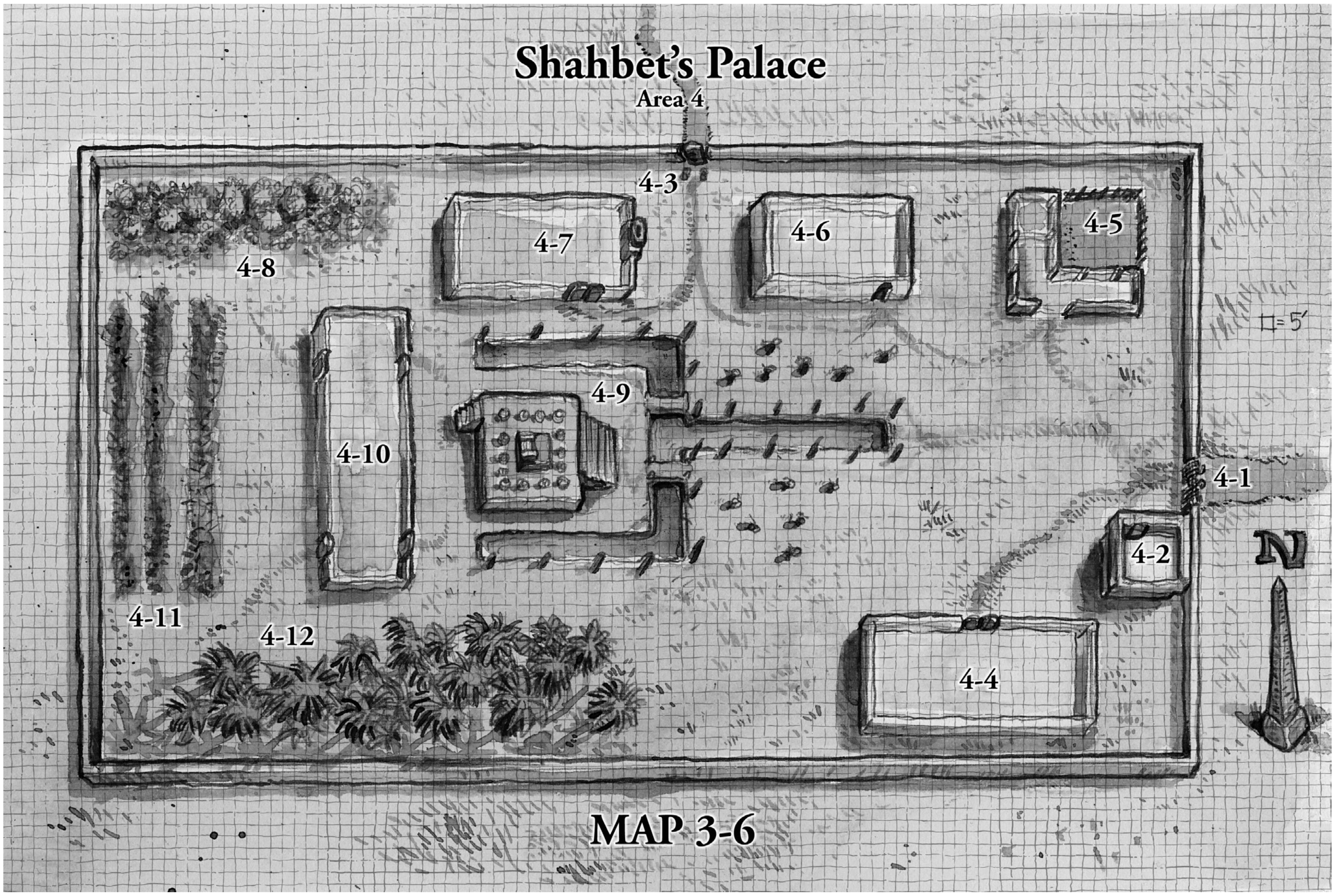
Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Assuming the characters have had encounters with Set's forces in the city, they will be on the lookout for the characters. If they arrive peacefully at the gate, Skabhet's forces will not be immediately hostile. Skabhet has instructed his forces to escort the adventurers to him at the audience pavilion (area 4-9), where he hopes to speak with them. However, any characters caught while attempting to sneak into the palace grounds will be met with violence.

Area 4-2 — Guard Tower: *A two-story stone structure rises behind the Entry Gate, its rooftop providing clear views of the palace grounds and over the palace wall.*

The ground floor's iron-reinforced door can be barred (AC 20, 50 hp). Inside are a simple table and chairs for guards on duty, along with a rack filled with spears and shields. The second floor has racks holding shortbows and barrels filled with arrows. The roof is encircled by crenellations





providing half-cover to anyone below. Two **men-at-arms** are always on duty atop the roof, each equipped with a horn, while the lower levels hold 2d4 **men-at-arms** and one **minion of Set** overseeing the tower.

Man-at-arms (2d4+2): Init +0; Atk short sword +1 melee (1d6), spear +1 melee (1d8), or shortbow +1 missile fire (1d6); AC 14 (studded leather & shield); HD 1d8; hp 5; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20'; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60', spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30'; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40'; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30' long and 20' wide at its terminus. All within are affected by the snake's poison.

Area 4-3 — Side Gate: *A reinforced wooden door provides access through the northern wall.*

Only servants use this entrance during the day. At night the door is barred (AC 20, 50 hp).

Two **men-at-arms** are always on duty guarding the gate. The guards generally know the few servants who use this gate, though a successful DC 15 Personality check may allow a character to convince the sentries they are on palace business and should be let through the gate.

Man-at-arms (2): Init +0; Atk short sword +1 melee (1d6), spear +1 melee (1d8), or shortbow +1 missile fire (1d6); AC 14 (studded leather & shield); HD 1d8; hp 5; MV 25′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Area 4-4 — Barracks: *This long single-story, mud-walled structure rests near the palace's southern wall. Small windows punctuate its 80′ length with a simple wooden door opening at either end of the building.*

This construction is the palace barracks. It's filled with lines of bunk beds and capable of housing up to 40 guards. A pair of privies stand between the barracks and the palace wall. At any time, 4d6 **men-at-arms** and 1d4 **minions of Set** can be found within. Inside, racks of spears, short swords, shortbows, and barrels of arrows are at the ready.

Man-at-arms (4d6): Init +0; Atk short sword +1 melee (1d6), spear +1 melee (1d8), or shortbow +1 missile fire (1d6); AC 14 (studded leather & shield); HD 1d8; hp 5 each; MV 25′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Minion of Set (type I demon, Set) (1d4): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28 each; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Area 4-5 — Stables: *A simple roof of clay tiles is held aloft by wooden trusses, creating an open-air stable near the corner of the northern and eastern palace walls. All of the stalls appear empty and in disuse.*

When Tharikadh governed the city, he kept several well-bred horses and camels. Skabhet and his forces disliked these beasts, promptly roasting them in a great victory feast after conquering the Mugdhad. Patrols rarely pass through this area, with the chance of encountering one here dropping to 1-in-6 every hour.

Area 4-6 – Servants Quarters: *This modest two-story stone residence stands at the northern side of the palace grounds.*

Select palace servants serving Skabhet and working on the property live here. There are eight small rooms, each furnished with two beds and storage chests for personal effects. A shared washing area and lavatory are attached to the structure. At any time, 2d4 **servants** are found here, although they come and go at all hours of the day.

Servant (peasant) (2d4): Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; hp 2 each; MV 30′; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N; Crit III/d4.

Area 4-7 — Mess Hall: *This large barn-like wooden building stands just west of the side gate. Smoke rises from a chimney, as does the scent of cooked food.*

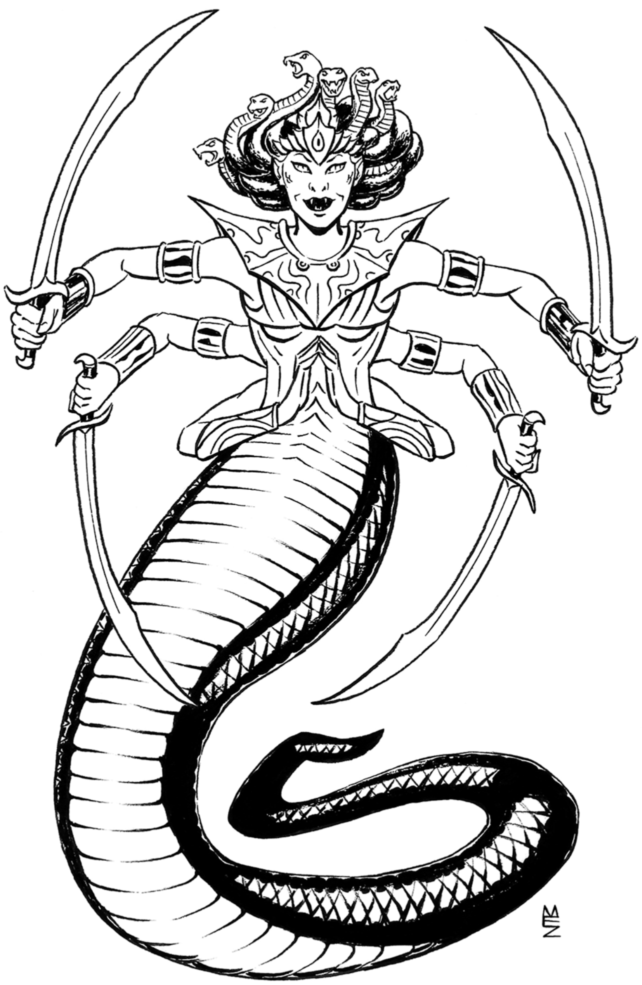
This building includes an open eating area separated from a large kitchen. Cooks and servants are busy preparing food for the palace at most hours. In contrast to the rest of the city, the kitchen is well stocked with food and spices. Kegs of ale are kept here as well.

Area 4-8 – Vegetable Gardens: *A large vegetable garden covers the northwest corner of the palace grounds. In contrast to other areas of the palace, these gardens appear well-tended.*

Skabhet recognizes that his servants must be well-fed to serve him well, so he has allowed a pair of gardeners to maintain a productive vegetable garden. During the day, two gardners are found here. Aside from vegetables, there is little of interest here.

Gardner (peasant) (2): Init -2; Atk hoe -1 melee (1d5-1) or sheers -1 melee (1d4-1); AC 9; HD 1d4; hp 2 each; MV 30′; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N; Crit III/d4.

Area 4-9 — Audience Pavillion: *A grand pool runs down the center of the palace grounds, filled with green water covered by patches of algae. Poles line each side of the pool, with a robed*



rotting corpse dangling from each. A dozen or more stone figures are on the grounds surrounding the pool; their rough rocky forms appear in distress with arms reaching forward to defend against unseen assailants or clawing in horror at their own body.

The western end of the pool joins with another that surrounds an impressive columned gazebo. Pillars of white stone hold a gold gilded roof aloft. Sheltered beneath is a majestic throne raised high on a dais and reached via a set of marble steps. An elegant elf woman sits expectantly upon the throne—her shimmering gold dress glints in the light of flaming sconces. A pair of minions of Set stand guard beside her with their sickle-shaped khopesh swords at the ready.

The watery pools are 5′ deep and once held fresh spring water, but Set's taint has caused them to become polluted. Anyone drinking from them suffers 1d4 temporary Stamina loss (DC 15 Fort save negates).

The throne is carved of rare wood, inlaid with semi-precious stones, and gilded in gold foil. The seat is well cushioned and covered with rich red velvet. Skabhet rarely leaves this throne, believing "she" should always be seen in this glorious fashion. The throne is enchanted and any creature sitting in it gains a +1d bonus to Personality checks and Will saves. With 5 rounds of effort, 100 gp worth of semi-precious stones may be pried from the throne. Doing so permanently destroys the chair's enchantment.

The remains of many priests killed during the Skabhet's priestly purge of the city were hung from poles surrounding the pool in the same manner as those along Temple Row (area 1-6). This gruesome collection helped reinforce Set's fiendish taint upon the palace grounds. The souls of these dead priests are still bound within their rotting forms, and Skabhet can call upon their ghosts to harm the living. The spirits of these priests may be put to rest by cutting down their forms and using an action to whisper a prayer for them to any god other than Set. Such an attempt immediately attracts Skabhet's attention, and he focuses all of his attention on stopping the activity.

In total, 24 dead priests hang from poles around the pool. Each time a priest's spirit is put to rest, there is a release of divine energy which inflicts 5 damage to Skabhet, and any creatures he has summoned.

Skabhet is sitting atop the throne, having taken the appearance of an attractive elven woman. His true form is monstrous, possessing a female humanoid upper torso and the body of a serpent. He wields four scimitars among his 3 pairs of arms, and a writhing mass of snake hair crowns his head.

Skabhet should know something about the group and their abilities thanks to his network of spies, and he recognizes they are a threat. However, he is supremely confident that his powers are enough to defeat even the mightiest of foes.

Skabhet will attempt to hire the adventurers to capture or kill Tharikadh, offering them 500 gp each for the task. He grows impatient if the adventurers wish to negotiate and threatens them, suggesting they join his side or become permanent fixtures within the palace grounds.

BATTLING SKABHET

Fighting Skabhet should be an epic battle. He is an extremely dangerous foe, even more so within the palace thanks to Set's corruptive effects. He has little to fear from most spellcasters and focuses his attention on powerful melee combatants, particularly any wielding silver weapons. If he has a choice of targets, he will almost always look to eliminate clerics first.

Once fighting breaks out, on initiative count 10 of each round, there is a 1-in-4 chance that 2d4 **men-at-arms** arrive to defend Skabhet. There are 20 men-at-arms available to come to Skabhet's aid.

Skabhet transforms from his false persona into his true monstrous form when violence breaks out, hoping his snake hair may give his opponents pause. He then immediately summons **minions of Set** to assist him. If he has lost more than half of his hit points and Grahd still lives (area 3-2), he summons him to the palace grounds, where he explodes out of the earth and knocks targets within a 30′ radius prone (DC 13 Fort save negates prone).

If Skhabet is killed, any remaining minions of Set vanish. If Grahd is still alive and present, he will be summoned away by Set to be installed elsewhere in the region.

Skabhet, Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk slam +8 melee (1d8+5), scimitar (x4) +8 melee (1d8+5), bite +8 melee (1d6+5 plus constriction); AC 20; HD 10d12+30; hp 100; MV 30′; Act 6d24+1d24+1d20 (spells); Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, convoke spirits (1/round), immune to poison, torment, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled), vulnerable to silver (Skabhet suffers triple damage from silver weapons), spellcasting (+10 spell check): Spells (1st) *animal summoning* (snakes only), *charm person, profane flame* (see Appendix D), *serpent missile* (see Appendix D), (2nd) *levitate, poison touch* (see Appendix D), *ray of enfeeblement, scorching ray* (3rd) *dispel magic, mystic serpent* (see Appendix D), (4th) *transmute earth*; SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

Constriction: On a successful bite attack, Skabhet may immediately wrap his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage. Grahd may only have 1 target constricted at a time.

Convoke spirits (1/round): Once per round, as an action, Skabhet calls forth the spirits of two victims sacrificed to Set at a point he can see within 60′. The ghosts obey Skabhet's commands and fight until destroyed.

Ghost (2): Init +2; Atk draining touch +6 melee (1d4 physical abilities, player's choice); AC 10; HD 2d12; hp 15 each; MV fly 40′; Act 1d20; SP un-dead traits, incorporeal, immune to non-magical weapons, banshee scream; SV Fort +2, Ref +4, Will +6; AL C; Crit U/d8.

Banshee scream (3/hour): As an action, the ghost attacks with a bone-chilling scream. Every living creature within 100′ automatically suffers 1d4 damage and is potentially deafened for 1d4 hours (DC 12 Fort save to resist). Skabhet at the minions of Set are immune to the scream.

Un-dead traits: Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

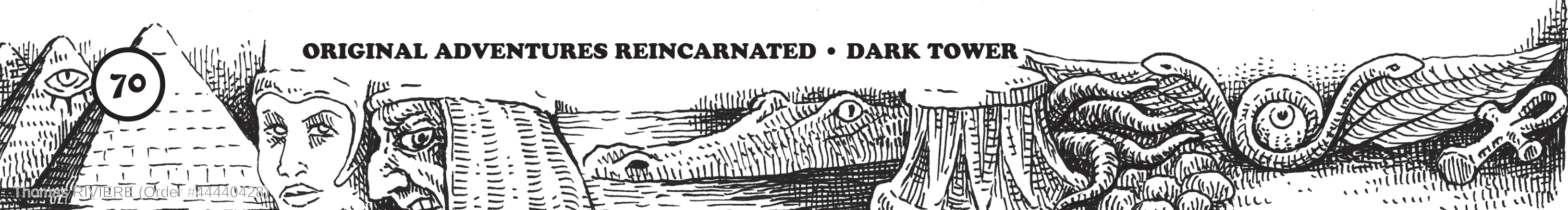
Son of Set traits: Snake-like lower body, medusa head, multiple arms (+2 pairs), regeneration (10/round, fire damage halts the regeneration for a round), *polymorph* (transform into a creature of equal or lesser HD, lasting 10 turns), spellcasting, teleport, true name, true sight.

Teleport: Skabhet can teleport himself and up to 8 other willing targets, to a destination of his choosing within twenty-five miles.

Torment: As an action, Skabhet causes the tortured spirits of the dead priests hung from poles around the pool to shriek with unholy pain. Targets within 20′ of a dead priest still hanging from these poles suffer 2d5 damage and are stunned, losing their next initiative actions (DC 15 Will save negates). Followers of Set automatically succeed on their saving throws against this effect.

True name: If Skabhet's true name is spoken within range of his hearing, all his saving throws suffer a -1d penalty for 1 hour (in addition to being vulnerable to the spell *true name*). No living person in the city knows that Skabhet's true name is "*Skabhetallox.*" However, the priests whose corpses hang from poles along Temple Row do know the true names of both Grahd and Skabhet.

True sight: Skabhet's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well



as the invisible spectrums of the material plane. Skabhet can see invisible creatures and is never fooled by illusions.

Before you rises a monstrous form, possessing a female humanoid upper torso and the body of a serpent. He wields four scimitars among his three pairs of arms, and a writhing mass of snake hair crowns his head.

Area 4-10 — Royal Apartments: *An elegant one-story building spreads out behind the audience pavilion.*

It is here that the various governors of Mugdhad have lived for centuries. The structure was not built to impress, but for quiet and comfort where the city's ruler could come to escape their duties.

Although the residence is reserved for Skabhet, he rarely comes here, preferring to lounge in the pillared audience pavilion, which he believes is a more impressive and worthy location for his greatness. He only returns to the royal apartments if he wishes to be entertained by a new victim in his private chambers. Once he's lost interest, he encases victims in stone, adding a new statue to the palace grounds. Otherwise, only **servants** attending to Skabhet's needs are likely to be encountered within.

Servant (peasant): Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N; Crit III/d4.

This building includes the following rooms:

A — Entrance Hall: *This large room presented a luxurious sitting area for visitors, including well-made couches covered with expensive imported fabrics and side tables carved from ivory and rare wood. However, once glorious frescoes depicting the landscape surrounding Mugdhad have been defaced with numerous symbols of Set painted in red, green, and black.*

B — Guest Rooms: Though not intended to support many visitors, four well-furnished guest rooms lie empty. Skabhet refuses to allow others to stay in the buildings he sees as his personal space. Aside from being well furnished and decorated with mundane art objects, these rooms hold little interest to adventurers.

C — Study: After Skabhet captured the city and claimed the palace as his own, he quickly inspected the collections of books Tharikadh stored here. A few books relating to the Khonsurian Empire and Ankharet's rule intrigued him, which he set them aside to review later, but he has not yet bothered to return to them.

PCs inspecting the books and succeeding on a DC 10 Intelligence check find an interesting passage in a well-thumbed book detailing the creation of a shrine to the sleeping Sphinx Queen hidden beneath a house of secrets somewhere in Mugdhad. A successful DC 12 Intelligence skill check (involving religion) reveals that this likely refers to Amun Tor, the Lord of Mystery. This entry refers to the Ruined Shrine of Amun Tor within the Temple Row (see Part 2: The Ruined Shrine of Amun Tor). Scribbled in the margin beside this entry are the words "*Open in the name of...*" hinting at the phrase needed to open a magical gate to the shrine (see Secret Gate sidebar).

One book, *Bangier's Treatise on Desert Relics,* is left open to a page describing a gigantic statue of a crowned gynosphinx guarded by the androsphinx Khubsheth and is said to be located at the edge of mysterious hills, between a mountain range and a great desert. The passage further suggests a sphinx of great power lies trapped within (this describes the location of the adventure *DCC #15 – Lost Tomb of the Sphinx Queen* by Chris Doyle and Joe Crow).

Six of these volumes are rare and valued by loremasters and discerning collectors and are likely worth a total of 200 gp.

SECRET GATE

One wall of this study includes a colorful mosaic depicting Ankharet atop a fiery mountain. This mural is a smaller version of one found in area 2-3. If a creature facing the mosaic speaks the words "*Open in the name of Ankharet,*" a one-way magical portal opens in the mosaic, allowing creatures stepping through it access into area 2-3. The portal stays open for 6 rounds before reverting to its normal mosaic appearance.

D — Dining Room: Just off of the entrance hall is a well-appointed dining room that can serve up to 20 guests. A painting of Tharikadh hanging here has been defaced. Skabhet has carved a snakehead over top of the previous governor's face. A side entrance to the dining room allowed servants to deliver food brought from the kitchens in the area 4-7. Nothing else of interest is found here.

E — Bathing Chambers: A gilded bathing chamber complete with a marble tub, lacquered wash-stand, and an ebony commode chair inlaid with semi-precious stones. An external side entrance provides servants access to empty the commode and bring heated water for baths. For each turn spent a PC can pry 10 gp worth of precious gems from the tub within this room (max 50 gp).

F — Palace Suite: This is by far the largest bedroom in the building, including a luxurious bed, settee, chairs, and side table. The room includes a large walk-in closet still filled with Tharikadh's regal clothes. Skabhet rarely comes here, preferring to lounge in the audience pavilion feeling its grandiose setting is more appropriate for his greatness.

Area 4-11 — Rose Garden: *Rows of dead rose bushes fill the grounds between the royal apartments and the outer palace wall.*

What was once a glorious garden now bleakly stands as a testimony to the fell taint brought by Skabhet and his forces. A successful DC 10 Intelligence skill check reveals that the plants were killed from a combination of lack of water and some sort of dark magic. Two **horned viper swarms** now lie in wait within the dead garden.

Horned viper swarm (2): Init +6; Atk swarming bite +1 melee (1d6 plus poison (1d3 Stamina, DC 12 Fort save or death)); AC 10; HD 4d8; hp 18 each; MV 30′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort +2, Ref +5, Will -2; AL N; Crit N/A.

Area 4-12 — Date Grove: *A date grove rises along the southern extent of the palace grounds. The tall palms stand 50′ tall, and many are laden with ripe date clusters waiting to be picked.*

Skabhet and his minions care little for the dates growing on palace grounds, but he allows his gardeners to continue to manage this grove. However, in his cruelty, he placed a **giant sand boa** within the grove. One servant has already succumbed to the beast resulting in the other gardeners avoiding this area. The snake likes to fall upon unsuspecting prey who pass beneath the grove. The snake hides high in the palms, granting it surprise on unwary targets below.

Sand boa, giant: Init +6; Atk bite +13 melee (1d6 plus constrict); AC 22; HD 6d8; hp 36; MV 35′; Act 1d20; SP constriction 1d6; SV Fort +8, Ref +5, Will +2; AL N; Crit M/d12.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

CONCLUDING THE ADVENTURE

Characters who arrive in Mugdhad have a choice to help Tharikadh, Skabhet, or work against both of them.

Tharikadh defeated with Skabhet left as governor: The harsh evil rule of Skabhet makes this outcome unlikely. However, the adventurers may decide to make a pact with the Chosen Son of Set given his strength and the resources at his disposal. Should this happen, Set has gained a solid foothold in the land and will seek to expand his influence throughout the region.

Set's forces defeated with Tharikadh reinstated as governor: Though Tharikadh was not a popular ruler when he was governor, most citizens agree life was better under his rule. The adventures have likely made a powerful ally in the region. Once he solidifies his position, Tharikadh will again focus his efforts on unearthing the location of his patron, Ankharet's tomb, in hopes of freeing his master from her deathless slumber. He may call upon the characters to help free her from her desert tomb, or the adventurers could find they're in a race against Tharikadh to prevent the return of the Sphinx Queen (see *DCC #15 – Lost Tomb of the Sphinx Queen*).

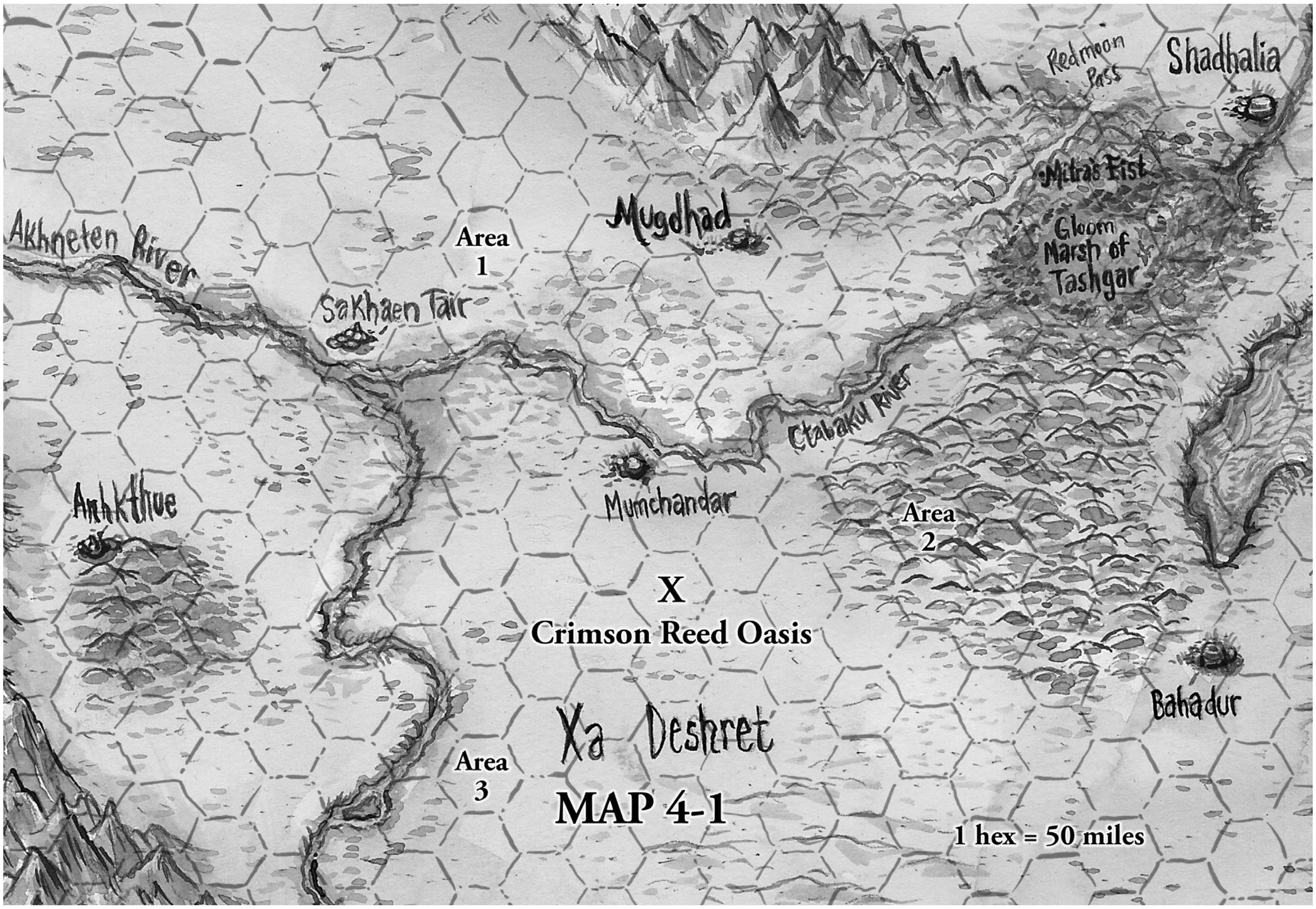
Both Tharikadh and Set's forces defeated: This is likely the best scenario for the people of Mugdhad. The merchant Zawg (area 1-2) will look to consolidate his political clout and claim the title of governor. Although he is an unscrupulous merchant, he would likely be a far better ruler than the city has seen in the last half-century. His cause would be helped if he could find a way to restart hulwah manufacture to kickstart the city's economy and may need adventures to travel into the desert to recover the secrets to its production (see Hulwah sidebar in area 3).

CHAPTER FOUR

THE HEART SHARDS OF CAPHET

BY JAMES FLOYD KELLY

DUNGEON CRAWL CLASSICS CONVERSION: BOB BRINKMAN


Redmoon Pass
Shadhalia
Mitras Fist
Akhneten River
Area 1
Mugdhad
Gloom Marsh of Tashgar
Sakhaen Tair
Ctabaku River
Ankhthue
Munchandar
Area 2
X
Crimson Reed Oasis
Bahadur
Xa Deshret
Area 3
MAP 4-1
1 hex = 50 miles

Playtesters: Jim Cox, Jason Daniel, Rick Hull, Chase Reinhart, "Big" Troy Tucker.

T*he Heart Shards of Caphet* is an adventure designed for use with DCC RPG and is meant for a group of four to six established PCs of 10th-level. The adventure takes place deep in the desert and focuses on the search for a hidden oasis and an enemy who is only vulnerable every 666 years. This adventure can be used as a side adventure for a *Dark Tower* campaign (available from Goodman Games).

BACKGROUND

In a concerted effort to spread discord and evil among the mortal races, the god Set sired many bastard off-spring via his dalliances among them. The result was a jumble of divine and mortal traits, but all of his children were hideous snake, reptilian, and humanoid crossbreeds. Each was a unique, twisted fiend, as Set steeped his creations in chaotic sorcery. These he called his sons (although the sons may assume female form, they are still referred to as Sons of Set and he/him), and they were spread far and wide to disseminate their vile plots.

Set had many sons, but only the four most powerful were his Chosen Sons. The rest, and most numerous, are called his Lesser Sons. All the Sons of Set share a spark of immortality. A Lesser Son always fights to the death, hoping to gain Set's favor, for if he is destroyed he reforms in 1-2 years. The Chosen Sons are more practical and often surround themselves with minions, preferring to eschew direct conflict. A slain Chosen Son of Set returns as a Lesser Son, and the most powerful and worthy Lesser Son ascends to the title of Chosen Son. This often results in the Lesser Sons taking matters into their own scaly appendages. Should a Lesser Son slay a Chosen Son, Set would have no choice but to elevate him to his rightful position as a Chosen Son. But failure curses a Lesser Son to 100 years of service to his brother.

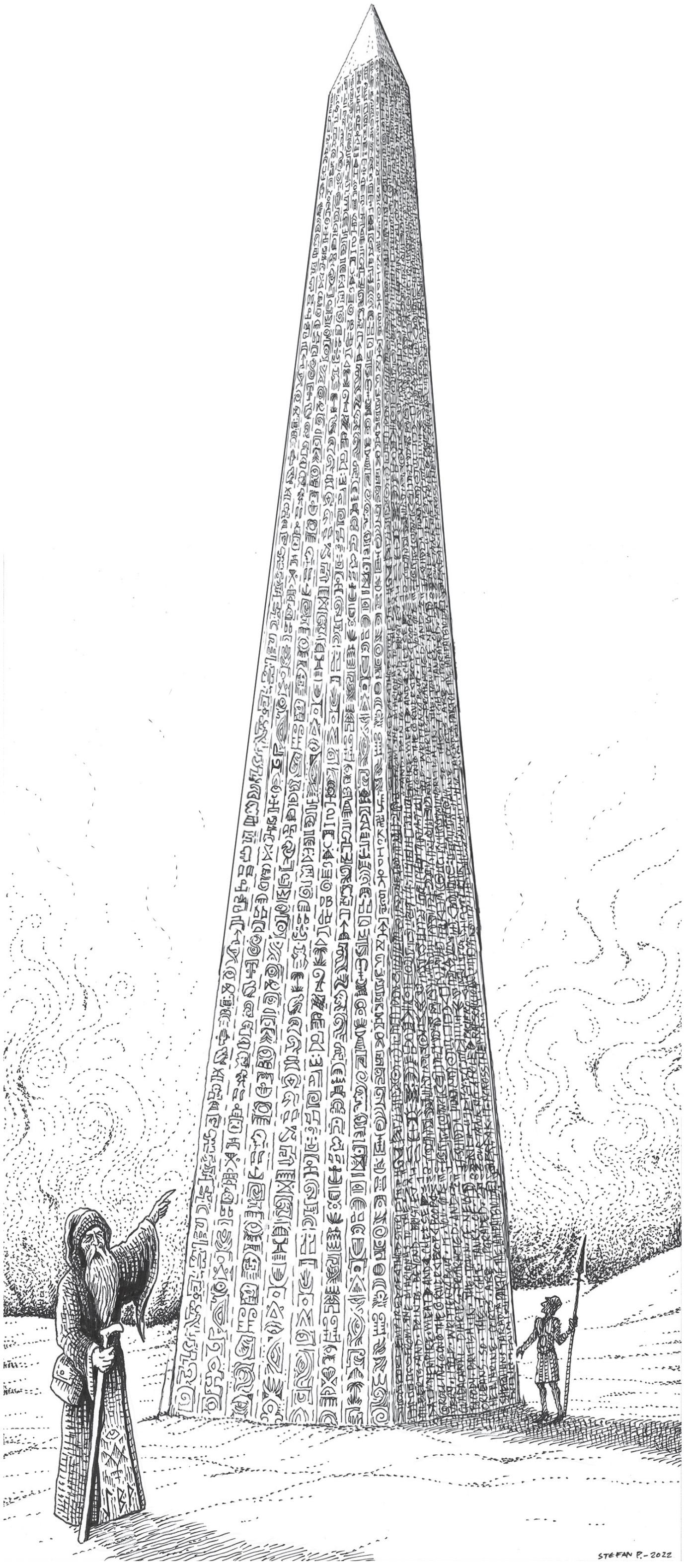
Outside of the machinations of the Lesser Sons and the power that the Chosen Sons dangle over their heads, Set often enjoys creating trouble for his Sons just to keep them focused on one another and away from his throne. Caphet however, is not distracted by Set's actions, and continues to plot against his father.

One such Chosen Son, Caphet, resides in his Onyx Palace located at the heart of the Crimson Reed Oasis. The oasis' location is deep in the desert wastes, far from any trade routes. But unknown to Caphet, or even Set, centuries ago, Mitra interfered with Caphet's machinations, which gives the PCs a glimmer of hope to find and destroy this Chosen Son of Set!

THE OBELISKS AND HEART SHARDS OF CAPHET

The judge should consult Map 4-1, an overview of the Lostlands Region, for the location of the three temples containing the three Heart Obelisks of Caphet. At the center of the three temples (deep in the wastes) lies the Crimson Reed Oasis. A fourth temple, the Limestone Temple, along with Caphet's Palace can be found in the oasis.

The Heart Obelisks are so named because each has a shard of Caphet's heart hidden inside or protected in some way by the obelisk. When Caphet defeated Krimaret (a former Chosen Son of Set) and was promoted, he was aware of the risk posed to each Chosen Son of Set each 666 years. Taking an idea from the evil liches that store their souls in phylacteries, Caphet used dark magics to remove his black heart, sundering it into three stony shards. This ensures that even with immortality removed, he could not be easily eliminated unless the three shards of his heart were returned to his body (or corpse) before being destroyed. Each of the *Heart Shards of Caphet* (see Appendix D) have been placed in or near an obelisk in its own temple, trapped and warded, along with a unique guardian. By establishing the temples



THE THREE GUARDIANS

Five hundred years ago, three adventurers (Chuskra, Blumbill, and Lashmag) thought themselves sufficiently armed and skilled to try and enter one of Caphet's temples in order to take a heart-piece and ransom it to Caphet for wealth and power. They almost succeeded. Caphet was impressed enough with their skills that he raised them from the dead and empowered them to be guardians of his three temples. Caphet provided each with a weapon that he felt would enhance that guardian's skills and deadliness as well as the ability to awaken and summon mummies that are kept in sarcophagi inside each temple. The guardians are not pleased with their current situation, but there is very little they can do, fearing a worse fate if they should fail Caphet. Their punishment was to guard the temples for 500 years and then they would be allowed to die.

CHUSKRA

A warrior, Chuskra was the leader of the group. Chuskra's fierceness in battle impressed Caphet, but Caphet was a bit jealous of her beauty, especially after Chuskra uttered an insult regarding Caphet's three hydra heads in the heat of battle. Caphet chose to bring Chuskra back from the dead to protect the Granite Temple.

BLUMBILL

An elf, Blumbill was convinced by his research that the evil that Caphet had brought to the world could be ended if a piece of his heart was retrieved and destroyed. Blumbill's intentions were never to ransom the heart-piece; instead, Blumbill secretly plotted to take the heart-piece back to some wizards who believed they had found a way to destroy it. Blumbill was resurrected as a basiloid (a half-human, half-basilisk horror) and has been tasked with guarding the Sandstone Temple.

LASHMAG

A wizard, Lashmag received the harshest punishment for his attempted theft of the heart-piece. One of his final actions before taking a fatal blow was to strike Caphet's left-most head with his magical staff, blinding Caphet in that head's eyes. Caphet resurrected Lashmag as a necryclops and tasked him with guarding the Quartz Temple. A necryclops is an un-dead cyclops with the ability to regenerate by stealing life from its opponents.

For each full day that a guardian leaves their respective temple (willingly or not), that guardian's punishment is increased by 100 years. It is impossible for a guardian to leave the Crimson Reed Oasis; the power of Caphet prevents them from crossing the boundary (which Blumbill and Lashmag tested and added 200 years to their punishments). Chuskra has guarded the Granite Temple for 500 years now and eagerly awaits Caphet's promise to allow her to die. Whether Caphet honors that promise is unknown.

hundreds of miles apart, time itself, in addition to the harsh desert environment, become two more allies of Caphet.

Although his dark act went unnoticed by Set, it was perceived by Mitra. Mitra "cursed" each shard, granting magical abilities to those who could harness its malignant taint. In addition, Mitra enchanted each shard to lead a possessing wielder to the next shard. Mitra hopes this curse leads to Caphet's eventual downfall.

ADVENTURE HOOKS

To get this adventure started, the characters need a cryptic passage explaining the obelisks and the *Heart Shards of Caphet*. This is **Player Handout 15** (see Appendix E). They also need to know the location of one of the temples (areas 1, 2 and 3).

A secretive group known as the Obsidian Pages (its name comes from a book made from thin obsidian sheets on which a record of its collected ancient tomes is kept) has recently come into possession of a series of documents that provide directions to the Heart Obelisks of Caphet. Their goal is to convince someone to seek out the obelisks and end the reign of Caphet. When the hidden oasis becomes accessible, the Obsidian Pages intend to raid Caphet's library while the PCs do battle with the Chosen Son.

How might the characters cross paths with the Obsidian Pages? Here are some ideas for the judge to consider that will enhance the coming story:

- Before this adventure begins, the characters may have come into possession of a rare tome that they believe will fetch a nice price at auction. Before the auction

begins, however, a representative of the Obsidian Pages approaches the PCs to buy it outright at a handsome price. During the negotiations, they may sweeten the deal by offering the PCs an opportunity to rid the world of an evil Chosen Son plus get their hands on a collection of rare artifacts (see *guardian khopesh of Caphet, guardian mace-axe of Caphet, leg of Krimaret,* as detailed in Appendix D). If battling Set and his minions isn't a goal of the PCs, they can offer wizards access to one or more spells they have been unable to uncover, warriors a few prize weapons or pieces of armor, and thieves… well, the Thieves' Guild owes the Obsidian Pages a few favors, and a guild member may find themselves pressured into doing an easy bit of work for Obsidian Pages.

- Through their adventures (such as *Dark Tower*), the PCs have heard whispers that the location of the three Heart Obelisks of Caphet have been discovered by a secretive group. One of the characters (most likely a warrior) will have heard of a *guardian khopesh of Caphet* (see Appendix D), a rare and powerful weapon gifted by Caphet. One of these weapons is said to be located at the location of one of the obelisks, and rumor has it that the other two obelisks also have their own unique artifacts. An Obsidian Pages' member has heard of the characters' interest and has sent a message (along with a map to the three Heart Temples) requesting the characters meet at a location indicated on the map.
- A priest of Mitra (see *Dark Tower*) is near death as she stumbles upon the PCs' location — campsite, tavern, etc. Clutched in her hands is a map that leads to the three Heart Temples. Before her dying breath, she pleads with the characters to end the terror of Caphet by seeking out each of the three obelisks and collecting the unique magic item given to each temple guardian as well as taking the heart-pieces. With the heart-pieces, Caphet can be killed in his citadel, ending his time as a Chosen Son of Set.

BEGINNING THE ADVENTURE

In total, there are three temples dedicated to Caphet spread throughout the sandy wastes. The order in which they are explored by the characters does not matter. Once they have discovered all three temples, they can deduce the location of the Crimson Reed Oasis. In a shale quarry secluded deep in the reaches of the oasis is Caphet's Onyx Palace. There is one more temple in the oasis, but it does not possess a piece of Caphet's heart. Instead, it has two guardians who might be convinced to become allies in the fight against Caphet.

PART 1: THE TEMPLES THREE

Although the temples are presented in a specific order, they can be explored in any order. After the characters get the location of the first temple (via the Adventure Hooks), the *Heart Shards* can be used to find the other two temples.

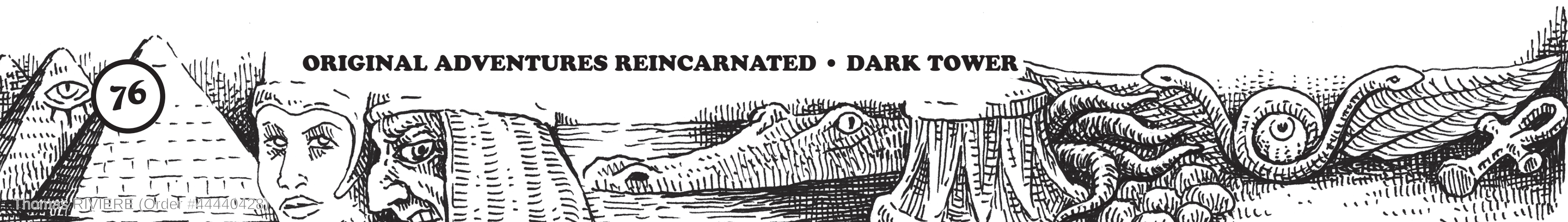
Each temple is approximately 350 miles apart, with unforgiving sandy wastelands in between. It takes approximately 14 days to travel between the temples. Since the Chosen Sons of Set are vulnerable for only 1 calendar year, this travel time can be significant. At the judge's discretion, wandering monster encounters may occur during this journey. It is reasonable to assume that high level characters have access to powerful magic or a means of sustained magical flight (such as a flying carpet, perhaps obtained from the Sphinx Hahtep (see Dark Tower Vol. 2, Chapter 13, *The Secrets of the Sphinx*)), or perhaps even trained flying mounts. If so, then the wandering monster section presented below is likely not needed. However, the judge may wish to find a way to weave in a few of the encounters during the travel between temple sites.

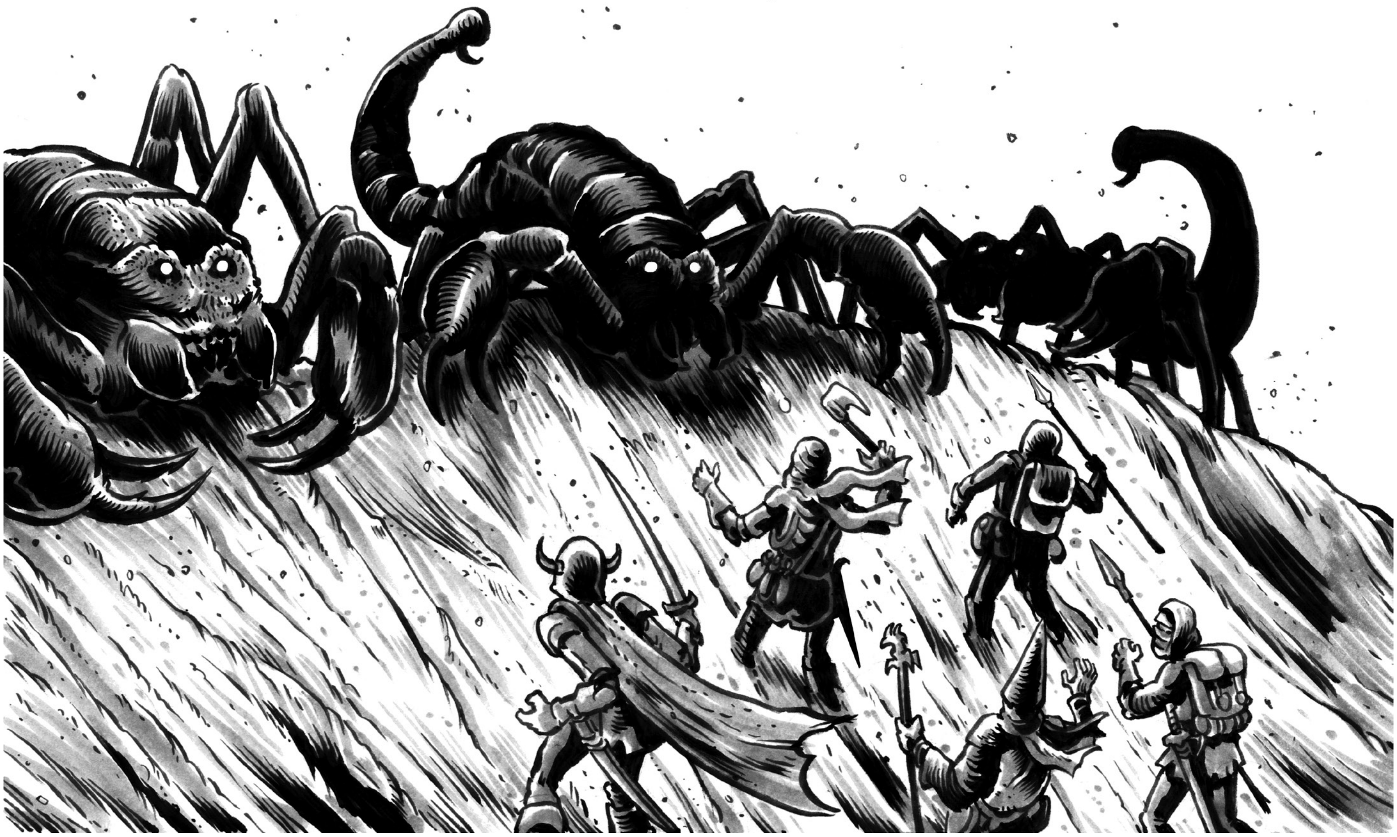
WANDERING MONSTERS

The Ghetrian Desert is a desolate wasteland of sandy dunes and rocky terrain. There are very few opportunities to forage or hunt and there is no water. As such, wandering monsters are less frequent due to the harsh conditions. Roll once each day/night of travel and once each rest period. There is a 2-in-6 chance of an encounter. Roll 2d6 or select an encounter below. The presented encounters are just a sample of suitable encounters. The judge is encouraged to create more if needed based on desired play style. Or, the judge can use the table presented in the Chapter 12, *Redmoon Pass* in the *Dark Tower* adventure for additional encounters that could be suitable.

GHETRIAN DESERT

2d6 Roll	Encounter
2	Desert dragon
3	Desert giants
4-5	Sandworm
6-7	Roc
8-9	Giant scorpions
10	Cyclopes band
11	Gnoll pack
12	Priests and followers of Caphet





DESERT DRAGON: Bassantha ("Bas") is **desert dragon** that maintains a hidden cavern lair in the foothills south of the mighty Ctabakul River. Her range is the whole desert south of the river, gliding on the hot eddies of the desert winds searching for elusive herds of wild camels. She is more curious than aggressive, initially being indifferent to the presence of the PCs. She cares not for the PC's plight against Caphet, but if dealt with respectfully and traded a few items of great value (such as shiny magic items), she can be convinced to give the characters a ride to one of the nearby temples.

Bassantha (average sized ancient dragon): Init +12; Atk claw (x2) +12 melee (1d8) and bite +12 melee (1d12) and tail slap +12 melee (1d20) and wing buffet +14 melee (2d12) or breath weapon (special); AC 29; HD 10d12; hp 80; MV 50′, fly 100′; Act 5d20+1d30 (spells)+1d20 (spells); SP breath weapon (sand, 3/day), dust cloud (1/turn), *gust of wind* (1/day), heat metal (3/hour), spellcasting (+6 spell check): Spells (1st) any 2; (2nd) any 2; SV Fort +12, Ref +12, Will +12; AL N; Crit DR/2d14.

Breath weapon (sand, 3/day): Bassnatha breathes a cone of scouring sand 40′ long x 20′ wide, inflicting damage equal to half her hit points (DC 22 Fort save for half damage).

Dust cloud (1/turn): Bassantha can summon a dust cloud that is 10′ wide at its base and up to 50′ tall. Targets within suffocate (1d4 Stamina/round, DC 22 Fort save negates). Cloud remains while dragon concentrates; when concentration ends, cloud disperses in 1d4 rounds, retaining full strength until dispersed.

Gust of wind (1/day): Bassantha can generate powerful hurricane-strength wind, blowing in a single direction originating from the dragon in cone shape up to 100′ wide at termination. Creatures are blown backward 120′ and suffer 12d4 damage (DC 22 Strength check negates).

Heat metal (3/hour): Bassantha can heat one metal object to painful levels. This ability inflicts 1d8 damage per round to characters holding heated objects or 1d10 damage per round to characters wearing heated armor.

CYCLOPES BAND: An extended, if somewhat dysfunctional, family of four **cyclopes** roams the sandy wastes. They are seeking the plains of Quaysarria and the Great Bazaar, but they have missed the week-long gathering already. The father is a proud but stubborn leader that can't admit he is lost. The constant "I told you so" nagging of his family has been driving him to the brink of a breakdown. Despite pleas to "just ask them for directions" (in Giant, of course), the adult male flies into a rage and attacks unless calmed down by the PCs. Soon after combat begins, the rest of the family shrugs and joins in. They carry five bolts of fine silk (each worth 100 gp) and a box of 17 carved wooden figurines (each worth 30 gp) they had hoped to trade at the bazaar.

Cyclops (4): Init +0; Atk huge club +8 melee (1d8+4); AC 16; HD 5d8+5; hp 35; MV 40′; Act 1d20; SP true sight; SV Fort +6, Ref +1, Will +4; AL C; Crit M/d10.

True sight: Cyclopes are solitary one-eyed giants who traffic with ghosts. Their eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

DESERT GIANTS: This is a band of four desert giants (see Appendix B). The giants are looking for one of the temples of Caphet to pledge their service to the wicked Son of Set.

Giant, desert (12′ tall, 2,500 lbs.): Init +3; Atk sword +22 melee (4d10+8) or hurled stone +8 missile fire (1d8+8, range 200); AC 17; HD 14d10; hp 80; MV 30′; Act 2d24; SP immune to fire, vulnerable to cold (double damage); SV Fort +15, Ref +5, Will +8; AL C; Crit 20-24 G/d7.

GNOLL PACK: A band of 12 **gnolls** lead four **giant hyenas** on a hunt. The band is accompanied by a gnoll shaman and is led by a **gnoll pack leader** armed with a *+2 morningstar*. The band carries several bladders of water and a survival pack stocked with three potions of *healing* (1d6+1).

Gnoll (10): Init +0; Atk bite +1 melee (1d3), khopesh +1 melee (1d8 plus disarm on critical hit), or lance +1 melee (1d12, 2d12 if mounted charge); AC 13; HD 1d8; hp 7; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C; Crit III/d6.

Gnoll pack leader: Init +0; Atk bite +2+deed melee (1d3+deed) or *+2 morningstar* +4+deed melee (1d6+1+deed) or lance +2+deed (1d12+deed, 2d12+deed if mounted charge); AC 18 (chainmail); HD 4d8+4; hp 35; MV 30′; Act 1d20; SP deed die (d6), *invoke patron* (Ithha, d12 spell check); SV Fort +3, Ref +2, Will +1; AL C; Crit 19-20 IV/d20.

Gnoll shaman: Init +0; Atk bite +1 melee (1d3) or staff +1 melee (1d6); AC 13; HD 4d8; hp 26; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d20+4 spell check); spellcasting (+4 spell check): Spells (1st) *choking cloud, feather fall, flaming hands, force manipulation*; (2nd) *fire resistance, mirror image, scorching ray*; SV Fort +1, Ref +0, Will +0; AL C; Crit III/d10.

Hyena, giant (12): Init +5; Atk bite +6 melee (1d7+4); AC 15; HD 3d8; hp 21; MV 50′; Act 1d24; SV Fort +6, Ref +5, Will +3; AL C; Crit M/d8.

GIANT SCORPIONS: Three **giant scorpions** burst out of the sand to attack. Each of these vermin are nearly 20′ long and fight to the death.

Scorpion, giant (3): Init +3; Atk claw +12 melee (1d10+4) or sting +7 melee (1d6+2 plus poison (death in 1d4 rounds, DC 15 Fort save negates)); AC 18; HD 12d10+12; hp 80; MV 50′, climb 30′; Act 3d20; SP poison; SV Fort +9, Ref +4, Will -2; AL N; Crit M/d20.

PRIESTS AND FOLLOWERS OF CAPHET: This encounter only occurs a few miles within one of the temples. Depending on which temple the characters approach determines which band is encountered (see Appendix B).

ROC: A single **roc** soars overhead. If the characters have three or more horses or pack animals, it swoops down attempting to grab one or two. Astute characters that can somehow temporarily tame this great bird (either by magic or through force of will, judge's discretion) could use it for transportation.

Roc: Init +4; Atk beak +18 melee (1d12) and claw +18 melee (2d8 plus grapple; target elephant-sized or smaller) and wing buffet +18 melee (2d12); AC 14; HD 15d12; hp 90; MV fly 60′; Act 3d20; SP massive size (+16 to grapple, total +31), terrifying (DC 15 Will save or flee in terror until clear of the roc); SV Fort +1, Ref +3, Will -1; AL N; Crit M/d20.

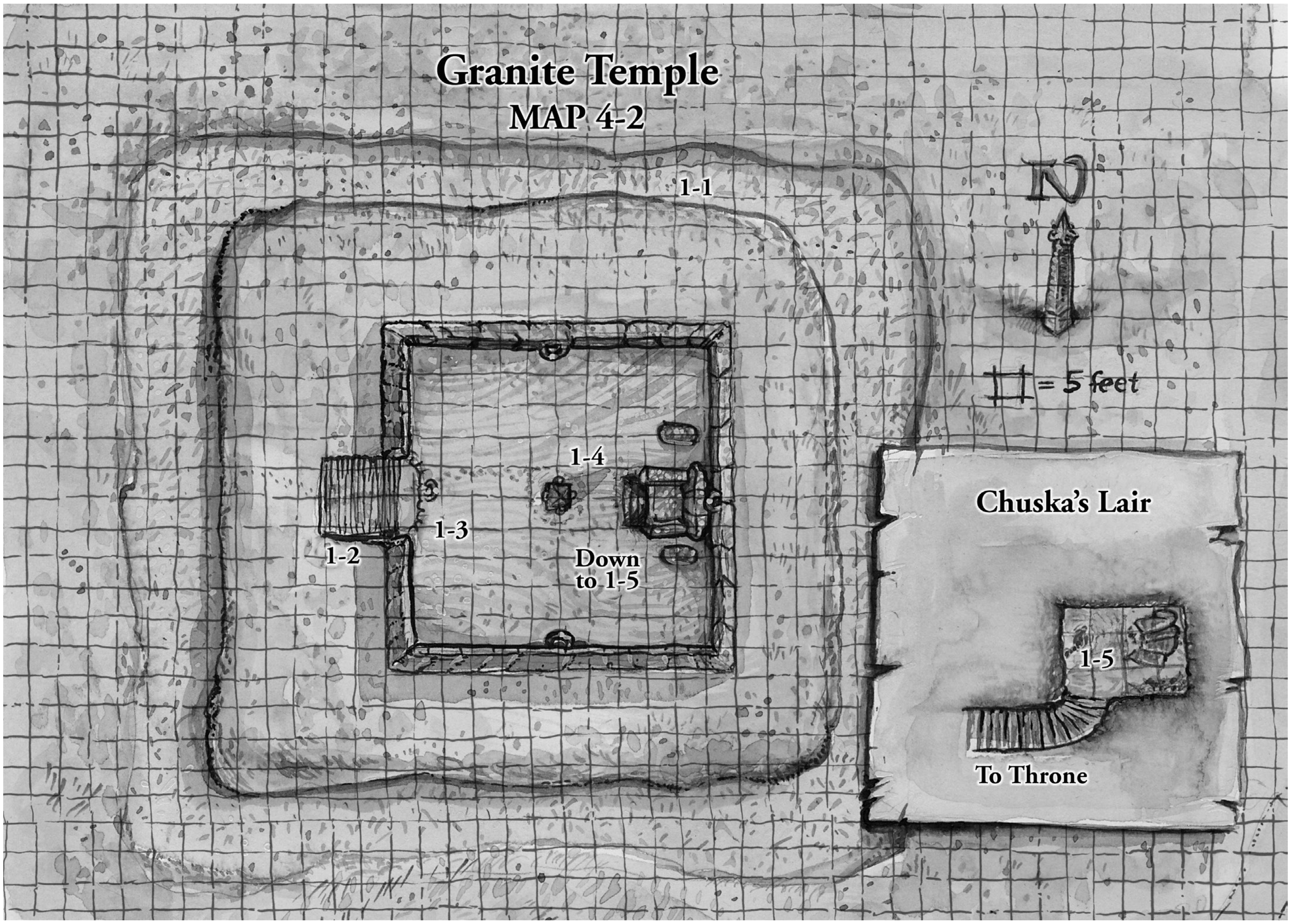
SANDWORM: A sandworm (see Appendix B) bursts through the sand in the midst of the PCs. A successful Luck check (by the PC with the lowest Luck score) grants warning before the attack. Otherwise, the sandworm gets the first attack with surprise.

Sandworm (60′ long): Init +3; Atk bite +26 melee (5d8+12 plus swallow whole), crush +26 melee (4d10+12), and tail +26 melee (2d12+12 plus knocked prone (DC 20 negates)); AC 21; HD 20d10; hp 150; MV 60′, burrow 30′; Act 3d24; SP swallow whole; SV Fort +16, Ref +8, Will +12; AL N; Crit 22-24 M/d30.

Swallow whole: If the sandworm succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does does not suffer damage but is now trapped in the sandworm's stomach, where it suffers 2d12 damage (half damage if immune to acid) each round thereafter. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 30 points of damage against AC 21.

AREA 1: THE OBELISK OF THE GRANITE HEART

The Caphet's Granite Temple is located to the east of the Crimson Reed Oasis. After Caphet had his heart removed by his sorcerers, he divided the heart into three pieces, and the first of the three pieces was placed beneath an obelisk made of granite inside this temple. The remaining two pieces were placed in their own



temples, the Sandstone Temple at the east of the oasis and the Quartz Temple to the west.

Each temple serves not only as a place for Caphet's worshipers to gather and make offerings, but also as a place to protect its respective heart-piece via traps and magics. To further protect each heart-piece, Caphet assigned a special guardian to each temple, granting that guardian a piece of his immortality.

Currently, the Granite Temple is being protected by Chuskra, an un-dead warrior. Chuskra was one of three adventurers who attempted to loot one of the temples and failed; Caphet took Chuskra and her two companions, raised them from the dead, and empowered them to protect his temples.

The Granite Temple is depicted on Map 4-2.

FEATURES

All walls and the ceiling are made of finely polished granite requiring a successful DC 28 Climb Sheer Surfaces check to scale the glass-like finish. The moat is 5' deep and 15' wide and filled with granite rocks and pebbles that will not support the weight of a PC (see area 1-1, below).

During the day, the temple is lit on the inside by natural light coming in from the western entrance. Chuskra keeps a torch lit in her lair. At night, there is a 1-in-6 chance that Chuskra will have kept a torch lit in the temple for a visiting priest and followers; otherwise, the temple is almost completely dark.

Area 1-1 — The Granite Moat: *The temple was visible from a distance, but nearing it you now are able to discern many details that define this as a temple of Caphet. The temple is not large, but sits on top of a foundation of granite made from blocks the size of an average dwarf. A set of steps leads up to an intricate archway visible on the western side of the temple. Just inside the archway, the tip of an obelisk is visible. Circling the temple is a path covered in granite rocks and pebbles.*

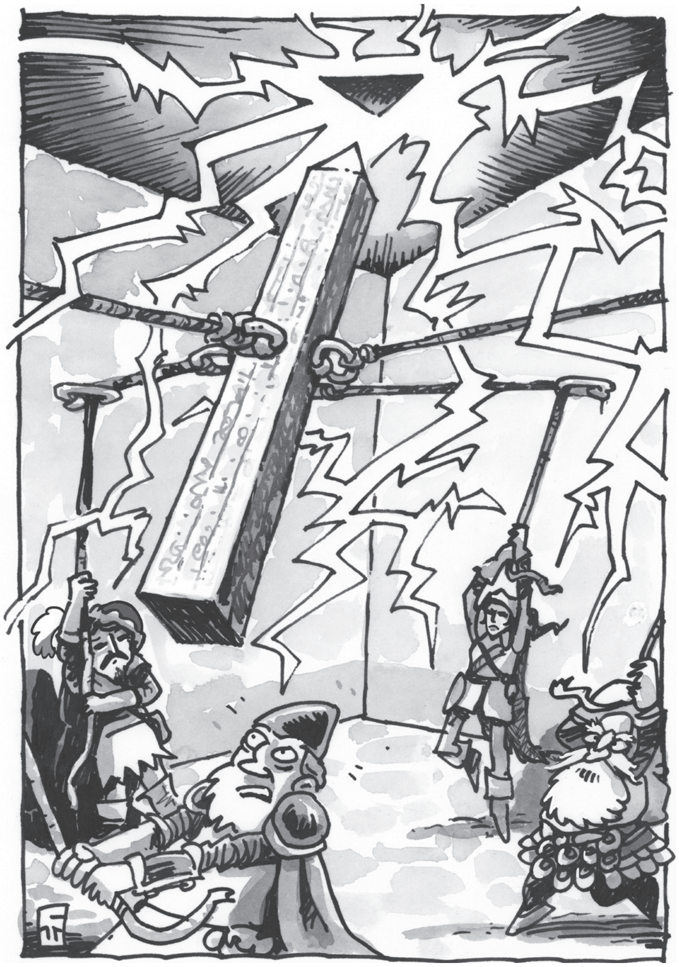
To enter the Granite Temple, visitors must cross over a moat that circles the temple. The moat has been camouflaged to look like a worn path covered in granite rocks, but in truth the 5′ deep and 15′ wide moat is filled with small granite rocks and pebbles that are chipped and sharpened. Worshipers who come to the temple bring long planks to serve as bridges to cross over the moat and prevent injury, but many fanatics often attempt to show their respect to Caphet by jumping into the moat and crossing to the other side where they exit, bleeding (and many times, dying on the spot). A dwarf succeeding in a DC 14 Intelligence skill check notices that the rocks have a sharpened side. Any PC attempting to walk over the surface of the moat must make a DC 15 Reflex save or fall into the moat and suffer 1d8 damage. For each 5′ of movement made in the moat an additional 1d8 damage is suffered. It is a simple matter to pull someone out with a tossed rope, but the PC grabbing the rope and being pulled out suffers another 1d4 damage per 5′ traveled.

The foundation of the temple is 15′ tall, 50′ wide, and 50′ long, and made from five levels of blocks of granite that average 4′ x 3′ x 3′ in size. There is nothing special about the granite, although any dwarf that makes a successful DC 5 Intelligence skill check will recognize the stones as being hand-chiseled using dwarf mining techniques. The temple's sides are flush on top of the foundation's sides with no ledge or gap, the craftsmanship astounding any dwarf who sees it.

Area 1-2 — The Stairs: *A set of fifteen steps ascends to the top of the temple and a large archway that allows access to the temple. Faded footprints made from dried blood are visible on each and every step. Chiseled above the temple in the granite is an image of over a dozen priests or followers with heads bowed and hands pressed together above their heads walking from the left and right towards the shape of a three-headed humanoid. An unusual set of runes is carved above the three-headed figure.*

The runes above the temple entrance are in Demonic and translate to "Caphet Protect Us."

Any living creature that starts at the bottom of the stairs and moves up to the entrance of the temple must speak "Caphet Protect Us" (in Demonic) **or** move up with their hands above their head and their head bowed before exiting the stairs at the top. Either action will protect a PC from the magic that triggers when that person steps onto the top of the foundation. If a character steps off the stairs and onto the foundation without having performed one of those actions, they are blasted by lightning bolts from the heads of the three-headed figure above the doorway for 3d16 damage (DC 15 Reflex save for half damage). If taught, the phrase "Caphet Protect Us" can be learned by a non-Demonic speaker on a successful DC 8 Intelligence check.



One or more lightning strikes will alert Chuskra to the arrival of trespassers; she will be waiting for the right moment to strike while hiding in area 1-5.

CAPHET'S ABILITIES

The lightning strike is a hint at one of three special abilities that Caphet possesses. Observant characters will encounter two additional abilities of Caphet at the remaining two temples.

Area 1-3 – Temple Entrance: *Granite blocks have been placed to create an intricate archway on the western side of the temple. The stones on the wall and the archway stones are covered with handprints of dried blood. Through the open archway a single obelisk is visible in the center of the temple.*

Entrance into the Granite Temple is limited to a single archway on the west side of the temple. There are no other entrances into the temple. The handprints are what remains from followers who crossed the moat (rather than use a crude bridge) in an attempt to gain favor with Caphet.

They left their marks on the wall and archway stones as an insult to those followers who chose the coward's path.

Before any PC moves into area 1-4, provide them with **Player Handout 16** (see Appendix E) that shows the placement of the obelisk and other details found in area 1-4.

Area 1-4 — The Granite Obelisk: *Hundreds of footprints and handprints made from dried blood circle a large obelisk in the center of the room. The walls and roof are smooth granite with no imperfections with the exception of a small, single square cutout directly above the obelisk that reveals the sky. Three large iron rings are visible on the north, east, and south walls. Three rings are also visible on the west, north and south sides of the obelisk. At the rear of the temple is a single throne, chiseled from granite and appearing to be made for someone three to four times larger than the average person. Beneath the throne's seat is a set of steps that extend down and left; a flickering of torchlight is visible. To the left and right of the throne are two closed sarcophagi.*

A dwarf succeeding at a DC 12 Intelligence skill check while examining the obelisk will notice that a portion of the obelisk rests below the granite floor. Attempting to move the obelisk will be futile since the obelisk has a square base, sunk 2′ into the floor.

Walking around the obelisk reveals an additional iron ring on its west side as well as a ring mounted up near the ceiling on the west wall (and not visible when looking into the room from area 1-3.) The obelisk is 10′ tall and 3′ x 3′ at its base with an iron ring mounted where the obelisk tapers at the top. The obelisk hides (not contains) one piece of Caphet's heart; the priests would select eight followers and instruct them on how to lift the obelisk up and out of its resting place to reveal the heart-piece.

For the PCs to lift the obelisk out of its resting place and reveal the heart-piece requires a minimum of four 50′ lengths of rope. If rope is unavailable, it can be found in area 1-5, but moving into area 1-5 will alert Chuskra if she is not already aware of the trespassers.

If four lengths of rope are tied, one rope to each of the obelisk's iron rings, and then each rope is run through its matching ring on the nearest wall, then the pillar can be lifted by pulling on the rope. This will require a successful combined DC 12 Strength check for each rope. A second person on the rope grants a +1d bonus to the check.

The small opening at the top of the roof is a trick to lure trespassers into thinking the obelisk must be raised all the way to the roof - if the obelisk is lifted far enough that the tip blocks out the sky, a random bolt of lightning will strike one of the rope holders (2d16, DC 20 Fort save for half damage); all remaining rope holders must make DC 15 Strength checks or the obelisk will drop. If the obelisk drops, it will topple and the holders of the three remaining ropes will be targeted by lightning bolts with identical DC and damage values.

If the obelisk is lifted, it will reveal a hidden area where the heart-piece rests. A section of the granite has been chiseled away to create a space for the heart-piece to sit without being crushed or damaged. Anyone touching the revealed heart-piece must make a successful DC 15 Will save or suffer 1d8 damage; they are given a vision of the screaming Caphet as his heart is removed by dark wizards. If the heart-piece is handled with a cloth or other material to prevent touching the evil artifact, no save is required.

Physically touching the obelisk itself will summon the temple's guardian, Chuskra (see area 1-5), if she has not already made her presence known. She will hide in the passageway and wait for the best time to strike at the trespassers, choosing a spellcaster (and favoring clerics over any others). She wields the *guardian khopesh of Caphet*.

The granite obelisk is one of three obelisks that helps hide Caphet's citadel inside the Crimson Reed Oasis. Destroying the three obelisks will cause the citadel to reappear in the oasis, but this will also alert Caphet that trespassers to the citadel should be expected. If the granite obelisk is divided into at least three or more pieces, its magical effect will end. Toppling the obelisk is the easiest method, requiring three or more individuals (requiring a combined DC 40 Strength check or a Mighty Deed of Arms of 7+ to topple the obelisk). If Chuskra is alive and sees any individuals attempting to topple or damage the obelisk, those persons become Chuskra's main focus for all attacks.

The throne has been constructed from carefully placed and balanced granite blocks and is approximately 25′ long and 8′ wide, with the base of the seat approximately 8′ above the ground. Any character who climbs up and sits in the throne suffers 2d7 damage (DC 15 Will save negates) as their mind is filled with an image of the torture and suffering of Caphet's followers. This PC will, however, gain a brief glimpse of a screaming human being held by two priests as seen from the eyes of Caphet. The screaming human will move closer and then, as the human breaks loose and attempts to flee, two bite marks on their stomach appear and the human turns to stone.

Beneath the seat (and between the legs) of the throne is a set of steps that descend to the left. A flickering of torchlight is visible and (if Chuskra hasn't been alerted to the characters) the sounds of humming. The passageway leads to Chuskra's quarters in area 1-5.

To assist the guardians, Caphet had his priests and followers mummify certain powerful adventurers caught trespassing in the temples. Each **servant of Caphet** waits to be called by the temple guardians, their powers sustained by the adventurers' in-life possessions placed inside each sarcophagus.

Sarcophagus 1 (left of throne) contains a servant of Caphet named Hann Darkflame, a thief who almost made it across the Crimson Reed Oasis before being captured. Hann's sarcophagus contains his *+4 dagger* and a leather pouch holding 48 gp and a single emerald worth 100 gp.

Sarcophagus 2 (right of throne) contains a servant of Caphet named Kolric Stonefist, a dwarf fighter who single-handedly fought off 13 of Caphet's followers before being subdued. Kolric's sarcophagus contains the *ancestral Stonefist battleaxe* (Appendix D) and his *+2 plate armor*.

Hann Darkflame (thief, servant of Caphet): Init +3; Atk diseased claws +5 melee (2d6 plus disease); AC 15; HD 8d12+10; hp 70; MV 30'; Act 2d20; SP thief skills: backstab +11, sneak silently +14, hide in shadows +15), damage reduction 7, mummy rot (1 Stamina damage per day, DC 12 Fort save negates), un-dead traits; SV Fort +7, Ref +7, Will +12; AL C; Crit II/d30+2.

Kolric Stonefist (dwarf, servant of Caphet): Init +0; Atk diseased claws +3+deed melee (2d6+3+deed plus disease); AC 15; HD 8d12+18; hp 100; MV 20'; Act 2d20; SP dwarf abilities (infravision 60', d10+2 deed die), damage reduction 7, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), un-dead traits; SV Fort +7, Ref +7, Will +13; AL C; Crit V/d30+2.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Servants of Caphet are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

***Ancestral Stonefist* (+3 battleaxe):** INT 14; AL L; Banes: demons (extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally scores criticals on 19-20, now scores on 18-20)), elves (hardiness; when taking damage from the bane, wielder can make a (DC 20) Fort save; success means the attack inflicts only half damage); Communication: telepathy; Special Purposes: protect the members of the Stonefist clan, protect dwarf-kind; SP cleave (each time an enemy is slain with this blade, the wielder automatically receive another attack (but cannot move)), detect demons 500', detect traps 50', great strength (+4 Strength while wielding the axe), read any non-magical map, demon-binding (with any successful strike against a demon, the target must make a DC 20 Will save or be bound to its current exact location for 1d4 turns. It cannot take any steps or teleport out unless this effect is magically dispelled).

Area 1-5 — Chuskra's Quarters: *As you follow the passageway, it leads into a small square room lit by a single torch on the wall. A small pile of torches sits in the northeast corner along with the remains of a skinned animal, possibly a rabbit. The floor is littered with animal bones and a few ragged blankets. Hanging on the south wall are six coils of rope.*

If Chuskra has not been alerted by the characters thus far, the characters' movement down the stairs will be heard and she will ambush the first character who enters her quarters before teleporting into the temple. Chuskra rarely sleeps, and she believes that her service will soon end and she will be allowed to truly die if she successfully defends the obelisk. Chuskra is aware of the location of the heartpiece and always leaves for her quarters (as instructed) when priests and followers arrive monthly. If she is killed, she is resurrected 48 hours later in her chambers.

Hanging on the wall are six coils of rope, each approximately 75' long. Chuskra provides these ropes to the priests when they arrive at the temple. They are in excellent condition.

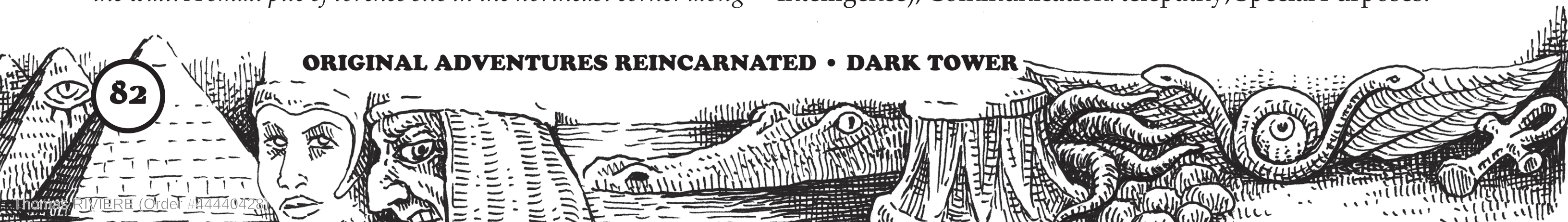
Chuskra, Guardian of the Granite Heart (un-dead warrior): Init +12; Atk *guardian khopesh of Caphet* +7+deed melee (1d8+7+deed plus disarm on critical hit), short sword +5 melee (1d6), or dagger +5 melee (1d4) or +5 missile fire (1d4); AC 25 (*+3 full plate* & *+1 shield*); HD 10d12+30; hp 115; MV 30'; Act 2d20+1d14; SP warrior abilities (d10+4 deed die), frightening visage, magic resistance (all spells cast against Chuskra are subject to 15% chance of failure before saves are rolled), teleport, un-dead traits; SV Fort +9, Ref +6, Will +3; AL C; Crit 17-20 V/2d20.

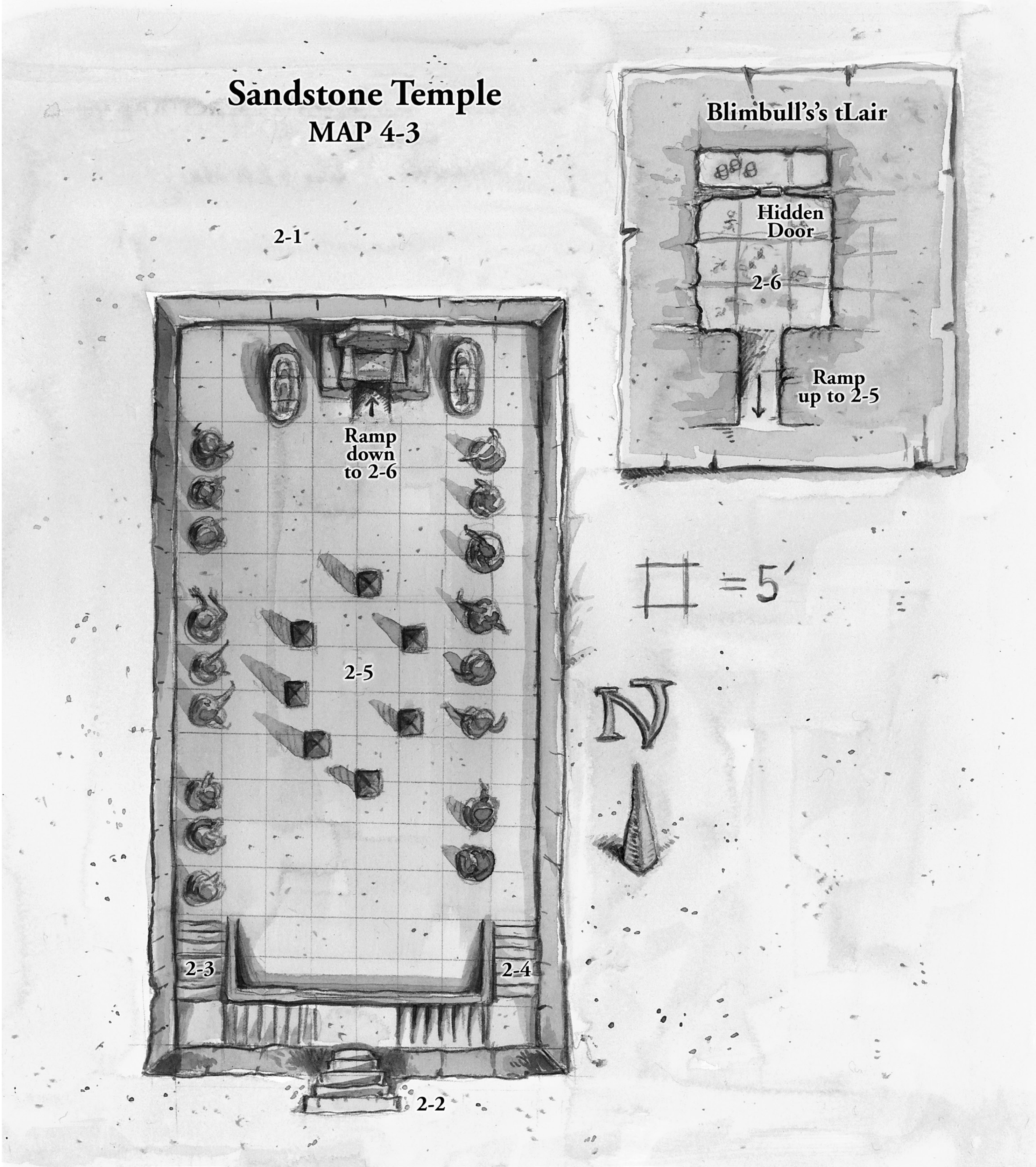
Frightening visage: Chuskra's visage is absolutely terrifying. All who look upon her must flee in terror for 1d4 turns (DC 20 Will save negates, with an additional save being allowed each round). Once a victim has saved, they are immune to further exposures to her visage for the remainder of the encounter.

Teleport: As an action, Chuskra may teleport herself, or one chosen target within line of sight, to the Granite Temple entrance (DC 18 Will save negates).

Un-dead traits: Chuskra is un-dead, and thus can be turned by clerics. She does not eat, drink, or breathe, and is immune to critical hits, disease, and poison. As un-dead, she is immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

***Guardian khopesh of Caphet* (+4 khopesh):** INT 18; AL C; Banes: Lawful creatures (bleeding wounds; sword's wounds against bane continue to bleed, inflicting an additional 1 damage (cumulative) per round after hit until magically healed, so a bane target hit by 3 successive attacks from the sword suffers 3 damage per round thereafter), clerics (+2 to attack and damage), humans (ability score drain; sword inflicts normal damage *plus* 1d4 points of random ability score drain per hit against bane; roll 1d5: (1) Strength, (2) Stamina, (3) Agility, (4) Personality, (5) Intelligence); Communication: telepathy; Special Purposes:




Sandstone Temple
MAP 4-3
2-1
Ramp down to 2-6
2-5
2-3
2-4
2-2
Blimbull's's tLair
Hidden Door
2-6
Ramp up to 2-5
□ = 5′
N

enforce the will of Caphet; SP detect invisible (1/day), *detect magic* (2/day), thunder blade (in place of an attack, the wielder may strike the ground to create the resounding boom of thunder. All enemies within 40′ suffer 1d8 damage (no save)), weapon-breaker (on any critical hit, the opponent's weapon is destroyed, in addition to other effects. If the creature has natural weapons, they are maimed (e.g., claws are broken, teeth are shattered, etc.)), whirlwind strike (instead of making their normal attack, the wielder can make two attacks in a single round but rolls 1d10 for each attack instead of 1d20. They apply their normal attack bonus. Critical hits are not possible when attacking in this manner), summon creature (1/day, 1d4 gravewights).

Gravewight (1d4): Init +3; Atk claw +8 melee (1d4 plus XP drain (1d10, DC 13 Will save negates)); AC 17; HD 6d8; hp 30; MV 40′, climb 20′; Act 1d20; SP immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +7, Will +5; AL C; Crit U/d12.

Un-dead traits: Gravewights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the gravewight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as gravewights.

AREA 2: THE PILLAR OF THE SANDSTONE HEART

The Sandstone Temple sits to the north of the Crimson Reed Oasis. A second heart-piece is stored in one of the eight obelisks that will be found by the characters when they enter this temple.

Each temple has its own mix of protections that include traps and magic and a guardian, but the Sandstone Heart temple is unique among the three temples due to it being the favorite of Caphet. The priest and followers that favor this temple are a particularly cruel group who amuse Caphet by taking advantage of the eight obelisks' unusual ability to both kill and instill fear in trespassers.

The Sandstone Temple is protected by Blumbill, an elf who was killed along with his two fellow adventurers and then raised by Caphet to act as guardians of Caphet's temples. Blumbill was resurrected as a basiloid, a half-humanoid, half basilisk creature with all the intelligence and cunning of an ex-adventurer and the petrification abilities of the basilisk. A basiloid has the lower body and legs of a humanoid while possessing the massive torso, arms and head of a basilisk. Despite the size of the creature, a basiloid is quiet and stealthy as it stalks its prey, attempting to move in close for a gaze. A petrified victim is then consumed, stone turning back to flesh in its stomach.

The Sandstone Temple is depicted on Map 4-3.

GENERAL FEATURES

All walls and the ceiling are made of rough sandstone requiring a successful DC 15 Climb Sheer Surfaces check to scale. During the day, the temple is lit on the inside by natural light coming in from the southern entrance; torches on the walls are lit when the priest and followers enter the temple, otherwise area 2-5 is completely dark. The ramp and Blumbill's lair are in complete darkness.

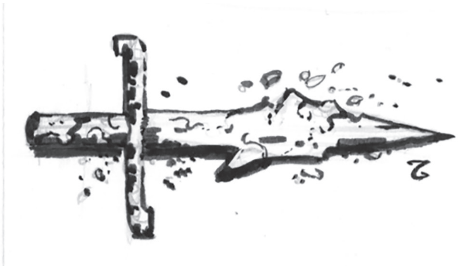
Area 2-1 — Sandstone Temple: *Hidden among the palms and vegetation, you spy a smooth, rectangular sandstone structure with only a single set of stairs leading down into its heart. The walls are smooth and red, with no visible seams; the entire structure has been carved from a single piece of sandstone, an amazing feat made even more amazing when pondering how this large piece was transported to this location.*

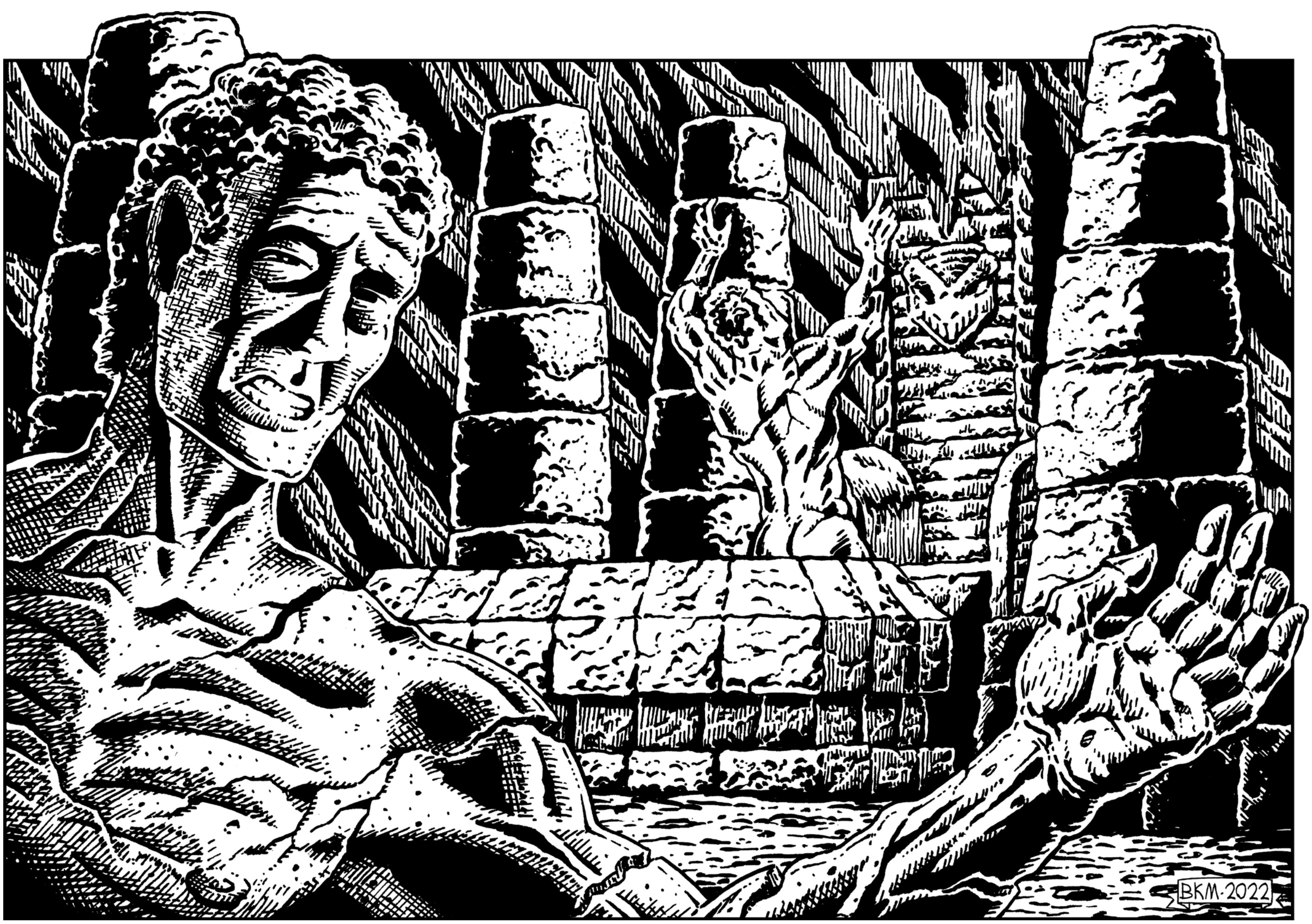
The Sandstone Temple is 20′ tall, 40′ wide and 80′ long. No steps or handholds exist to climb up on top of the temple, but anyone finding a way up will discover the roof to be one large span of smooth sandstone with no imperfections.

Entering the Sandstone Temple can only be done via the set of stairs on the southern side of the temple.

Area 2-2 — Stairs Down: *The steps descend a short distance before splitting left and right. Tucked into an alcove in the wall where the stairs split is a lifelike statue of an elf with her staff held high and her finger pointing up and out of the temple. The stairs that turn left and right make another turn towards the north and the flicker of torchlight is visible on the stone walls.*

A successful DC 12 Intelligence check while examining the statue reveals that it is actually a petrified elf. While it appears that she is pointing up and out of the temple, that is simply due to the placement of the petrified victim. Wherever she was when the petrification occurred, she was pointing up and the horror on her face was caught perfectly as she turned to stone.





CAPHET'S ABILITIES

The petrified statue in area 2-2 as well as the numerous "statues" in area 2-5 are clues to one of three special abilities that Caphet possesses. Observant characters will encounter two additional abilities of Caphet at the other two temples.

Area 2-3 — Western Stair: *The stairs descend a further eight steps north where you catch a partial glimpse of a larger, open area. The light from torches is visible. A deep groove has been chiseled at an angle into the sandstone on the left and right of the stairs and appears to serve as handrails.*

The builders of the temple created the grooved cuts in the sandstone to serve as actual handrails. Knowing the wariness of plunderers who would be looking for traps and view the handrails with suspicion, the trap will only be triggered if the left handrail (western wall) is not used. Placing a hand in the west groove and fingers on the sandstone is the only way to prevent the trap from triggering. A person's fingers must make contact with the sandstone until that person's feet are off the last step. If at any time a character's hand is removed from the groove while that character is still on a step, a phantom spear appears and stabs out at the bottom step from within the right (east wall) groove (2d8 damage, DC 18 Reflex save for half damage) and the trap will reset. It is important to note that the handrail mechanism is discoverable (DC 20 Find Trap check) but the actual danger is not.

When a character arrives at the bottom of the stairs in area 2-3, provide them with **Player Handout 17** that shows the obelisks and other details found in area 2-5.

Area 2-4 — Eastern Stair: *The stairs descend a further eight steps north where you catch a partial glimpse of a larger, open area. The light from torches is visible. A deep groove has been chiseled at an angle into the sandstone on the left and right of the stairs and appears to serve as handrails.*

This trap functions identically to the one in area 2-3. A person's fingers must make contact with the sandstone in the eastern groove (right side) until that person's feet are off the last step. If at any time a character's hand is removed from the groove while that character is still on a step, a phantom spear appears and stabs out at the bottom step from within the left (west wall) groove (2d8 damage, DC 18 Reflex save for half damage) and the trap will reset. It is important to note that the handrail mechanism is discoverable (DC 20 Find Trap check) but the actual danger is not.

When a character arrives at the bottom of the stairs in area 2-4, provide them with **Player Handout 17** that shows the obelisks and other details found in area 2-5.

Area 2-5 — The Sandstone Obelisks: *At the heart of the sandstone megalith a room has been chiseled out to form the primary worship room. The room is filled with stone statues of individuals caught in various acts of surprise or attack, and these statues have been placed against the west and east walls. At the rear of the room is a large throne carved from the sandstone with a sarcophagus to each side. Beneath the throne an angled ramp is visible that descends further into the sandstone. Standing in the center of the room are seven red sandstone obelisks in a circle with a small altar in the center of the circle. Each obelisk rests on a red sandstone block.*

A total of 17 statues are placed near the west and east walls, each a victim of petrification and appearing in random offensive or defensive poses, but all with some look of horror on their (now) stone faces. A statue can be moved slowly without risk of tipping on a DC 13 Strength check. On a failed attempt, the statue topples and breaks into multiple pieces.

Each of the seven obelisks are 5′ tall and 3′ square at the base before tapering to the tip. The obelisks are carved from red sandstone and rest on cubes (3′ x 3′ x 3′) of sandstone.

Six of the obelisks are dangerous to touch; the seventh has a hidden compartment that opens to reveal a piece of Caphet's heart. Only a cleric of Caphet knows the location of the hidden compartment, and the priest has all the obelisks shuffled by the followers before they are expelled from the area and the heart-piece returned to the one with the hidden compartment.

The judge should select which of the seven obelisks contains the heart-piece and make note of its location with respect to the six false obelisks. A DC 20 Intelligence check (elves receive a +4 on this check) or a DC 16 Find Trap check is required to discover the secret compartment in the special obelisk holding the heart-piece.

It is safe to touch the sandstone cubic base under each obelisk; the obelisks can then be pushed and moved with a DC 10 Strength check. Anyone touching one of the six false obelisks must make two DC 13 Fortitude saves; failing one leaves the victim paralyzed for 2d5 rounds, failing both leaves the victim petrified.

The obelisk with the hidden heart-piece may be touched without risk; a DC 5 Strength check is required to push it back to reveal a hidden compartment below the obelisk. Touching the revealed heart-piece causes 1d8 damage and the person touching the heart piece is shown a vision of the screaming Caphet as his heart is removed by dark wizards (DC 15 Will save negates). If the heart-piece is handled with a cloth or other material to prevent touching the evil artifact, the saving throw is unnecessary.

The sandstone obelisk is one of three obelisks that help hide Caphet's citadel inside the Crimson Reed Oasis. Destroying the three obelisks will cause the citadel to reappear in the oasis, but this will also alert Caphet that trespassers to the citadel should be expected. If the sandstone obelisk is divided into at least three or more pieces, its magical effect will end; this will also reveal the heart-piece if the characters have not already discovered its hiding place inside the obelisk. Toppling the obelisk is the easiest method, requiring three or more individuals (requiring a combined DC 30 Strength check to topple the obelisk). If Blumbill is alive and sees any individuals attempting to topple or damage the obelisk, those persons become Blumbill's focus for all attacks.

The throne has been constructed from carefully placed and balanced granite blocks and is approximately 25′ long and 8′ wide, with the base of the seat approximately 8′ above the ground. Any character who climbs up and sits in the throne suffers 2d7 damage as their mind is filled with an image of the torture and suffering of numerous victims of Caphet (DC 15 Will save negates). The PC recalls one particularly brief glimpse of a dwarf being struck and killed by a lightning bolt from a lizard-like hand that points towards the dwarf's heart.

To assist the guardians, Caphet had his priests and followers mummify certain powerful adventurers caught trespassing in the temples. Each servant of Caphet waits to be called by the temple guardians, their powers sustained by the adventurers' in-life possessions placed inside each sarcophagus.

Sarcophagus 1 (left of throne) contains a **servant of Caphet** (see Appendix B) named Milar Skyblaze, a warrior who slew a priest of Caphet before being captured. Milar's sarcophagus contains his *+1 longsword* and a bronze shield.

***Sword of Skyblaze* (*+1 longsword*):** INT 6; AL L; Banes: none; Communication: simple urges; Special Purpose: punish evildoers; SP flame brand (ignite in flame (3/day), duration 6 rounds, inflicts additional 1d6 damage and ignites targets on fire (DC 13 Ref save avoids igniting)).

Sarcophagus 2 (right of throne) contains a **servant of Caphet** (see Appendix B) named Candra Windspeaker, an elf druid who wandered into the oasis and tried to make a new home. Candra's sarcophagus contains her *thornstaff* (see Appendix D).

***Thornstaff* (*+1 staff*):** staff +1 melee (1d5+6 plus bleeding wound (cumulative +1/round for 6 rounds); +2 to saving throws, light (20′), +2 spell checks (*color spray, haste*); spirit vines (3/day, restrains a selected target, DC 15 Strength check to escape).

Between the arrival of the priest and followers, Blumbill will only move into area 2-5 if the characters approach the ramp that leads to area 2-6. Blumbill will not wait for the characters to descend the ramp; instead, Blumbill will rush forward and attempt to knock down (DC 15 Reflex save or be knocked prone) anyone within 10′ of the top of the ramp. Blumbill is immune to the petrification effect from the obelisks, and he will do his best to lure the characters nearer the obelisks so that he or the priest and followers can attempt to grapple and throw a character into a false obelisk to trigger the petrification effect. When a character is within 10′ of Blumbill, he will attempt to use its petrifying gaze ability if that character is not grappled (by followers of Caphet).

The priest of Caphet and their followers will arrive in area 2-5 1d5 rounds after the PCs move within 5′ of the statue in area 2-2. When the priest and followers arrive, they will attempt to pull or lure the characters near the obelisks so that they may rush them and attempt to grapple. When two or more followers attack a single target, one will attempt to grapple the PC, gaining a bonus from their Pile on ability due to having assistance in restraining the target. After a successful grapple, the follower will attempt to throw the character into an obelisk to trigger the petrification effect. The priest will remain near the base of the western stairs (area 2-3) and heal followers as needed or make spell attacks to distract characters so followers may attempt to grapple them.

Milar Skyblaze (warrior, servant of Caphet): Init +11; Atk diseased claws +2+deed melee (2d6+deed plus disease); AC 17; HD 8d12+10; hp 85; MV 30′; Act 2d20; SP warrior abilities (d10+2 deed die, +8 initiative), damage reduction 7, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), un-dead traits; SV Fort +8, Ref +8, Will +12; AL C; Crit 18-20 V/2d20.

Candra Windspeaker (elf, servant of Caphet): Init +3; Atk diseased claws +4 melee (2d6 plus disease); AC 16; HD 8d12; hp 60; MV 30′; Act 2d20; SP elf abilities (infravision 60′), damage reduction 7, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), un-dead traits, spellcasting (+9 spell check): Spells (1st) *charm person, color spray, magic shield, spider climb*; (2nd) *fire resistance, Nythuul's porcupine coat, spider web*; (3rd) *dispel magic, haste, wizard staff;* (4th) *control fire*; SV Fort +5, Ref +7, Will +14; AL C; Crit II/d14.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Servants of Caphet are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Sterrif (priest of Caphet): Init +2; Atk mace-axe +2 melee (2d6) or shortbow +3 missile fire (1d6); AC 16 (scale mail); HD 4d8+4; hp 30; MV 25′; Act 1d20; SP cleric abilities ((+6 spell check): *lay on hands*, *turn unholy, divine aid*), half damage from lightning, immune to petrification, spellcasting (+6 spell check): Spells (1st) *blessing, darkness, food of the gods, holy sanctuary, profane flame* (see Appendix D), *word of command*; (2nd) *curse, lotus stare, poison touch* (see Appendix D), *snake charm*; SV Fort +6, Ref +5, Will +8; AL C; Crit III/d10.

Follower of Caphet (3d6+10): Init +5; Atk khopesh +4 melee (1d8+4 plus disarm on critical hit) or shortbow +6 missile fire (1d6); AC 15 (leather & shield); HD 3d12; hp 18 each; MV 25′; Act 1d20; SP pile on; SV Fort +6, Ref +5, Will +3; AL C; Crit 19-20 IV/d16.

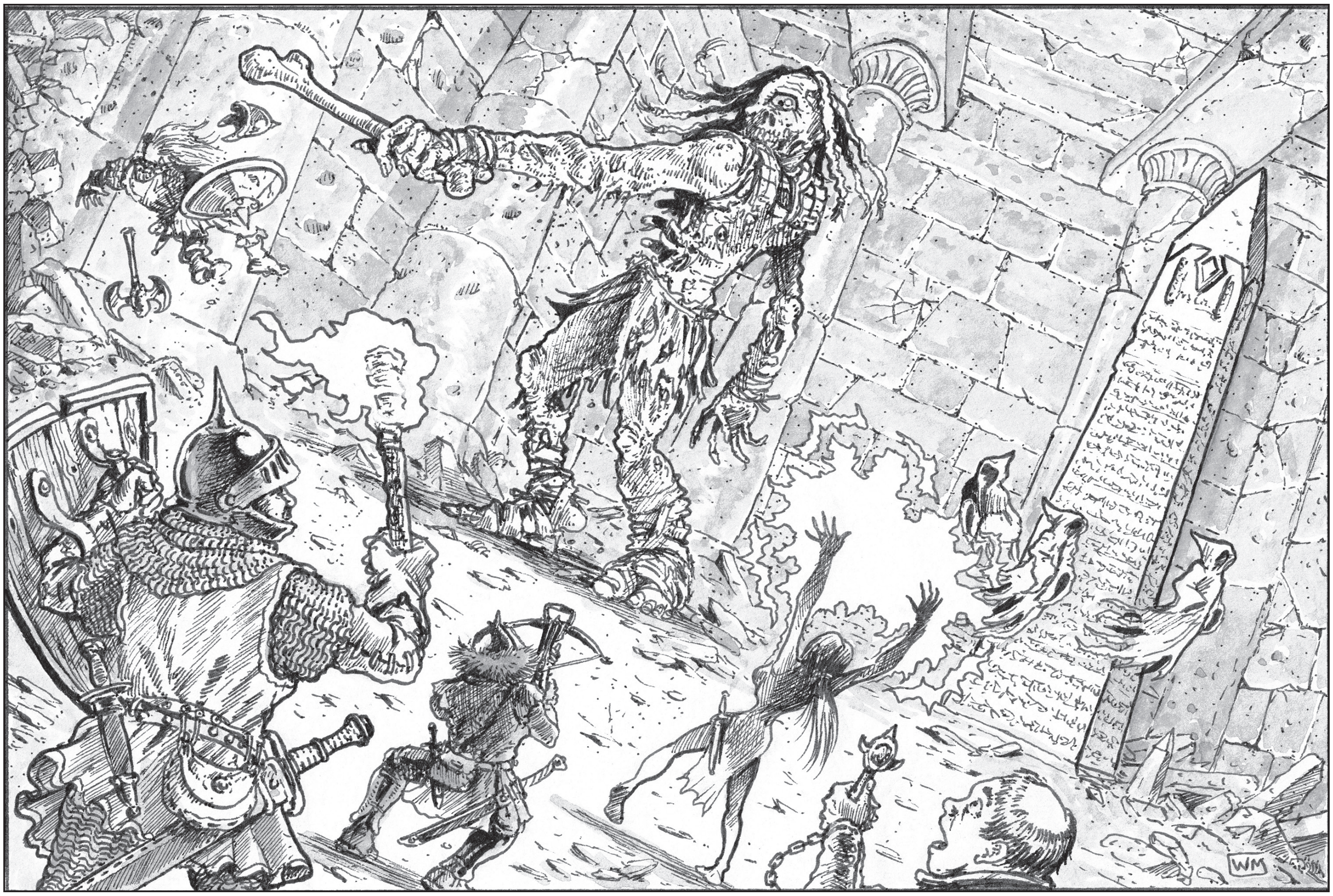
Pile on: When multiple followers of Caphet crowd around a single target in hopes of grappling them the group makes a single roll. The first additional follower assisting grants a +1d bonus with each additional follower lending aid granting a +1 to the check. No more than six followers can attack a human-sized opponent.

Area 2-6 — Blumbill's Lair: *Below the legs of the throne, a ramp descends down to a single small rectangular room that contains nothing but animal bones. No sources of light are visible and no exits or windows.*

Blumbill rarely sleeps, and his sense of smell will immediately alert him to anyone entering the temple. Blumbill will sneak up the ramp to catch a glimpse of any intruders. A character looking in the direction of the ramp may spot Blumbill on a successful DC 12 Intelligence check. If spotted, Blumbill will launch from the ramp and attempt to knock the character nearest a false obelisk into it (DC 15 Reflex save or be knocked prone) to force a saving throw against petrification.

A successful DC 20 Find Trap check when searching the lair reveals a hidden compartment that holds two *potions of resist petrification* (see Appendix D) and one *potion of polymorph* (see pg. 225, DCC RPG). Blumbill has been instructed to provide these to a priest of Caphet without question if one is required. Blumbill knows which of the obelisks holds the heart-piece but will not reveal it under any circumstances. If Blumbill is killed, he is resurrected 48 hours later in his lair.

Blumbill, guardian of the Sandstone Heart (basiloid): Init +1; Atk +4 *guardian mace-axe of Caphet* +13 +1d4 melee (2d6+6 plus eviscerator) or gaze (special); AC 22; HD 9d8+27; hp 100; MV 40′; Act 2d20; SP elf abilities (infravision 60′), damage reduction 5, gaze (petrify, DC 16 Will save negates), sneak silently +10, smell prey (+10 to checks to detect and locate living creatures), spellcasting (+12 spell check): Spells (1st) *choking cloud, flaming hands, sleep, spider climb;* (2nd) *fire resistance, monster summoning, silence;* (3rd) *lightning bolt, mystic serpent* (see Appendix D), *slow;* (4th) *transmute earth;* (5th) *Hepsoj's fecund fungi;* SV Fort



+12, Ref +7, Will +5; AL C; Crit IV/d14 or M/d14 (judge's discretion).

Gaze: A basiloid can use an action to lock eyes with a living creature; the target that looks a basilisk in the eye must make a DC 16 Will save or be turned to stone.

***Guardian mace-axe of Caphet* (*+4 mace-axe*):** INT 15; AL C; Banes: wizards (death dealer; when bane is struck, it must make a (DC = 1d20+10) Fort save or instantly die), clerics (painful wound: mace-axe inflicts an additional 1d4 damage to clerics); Communication: telepathy; Special Purpose: enforce the will of Caphet; SP *darkness* (20'), *detect good* (80'), eviscerator (when rolling damage, the wielder rolls an additional damage die every time they roll the highest result on a die. For example, if this weapon is a long sword and the wielder rolls an "8" on the 1d8 damage roll, they then roll *another* 1d8 and add that to the damage result. If that second 1d8 produces another "8", they roll a third 1d8, and so on), healing (2 HD, 2/day), precise strike (+2 to attack rolls), summon creature (1/day, 2d3 basilisks).

Basilisk (2d3): Init -1; Atk bite +5 melee (1d10) or claw +3 melee (1d4) or gaze (special); AC 16; HD 5d8; MV 40'; Act 2d20; SP gaze (petrify for 2d6 turns, DC 14 Will save negates); SV Fort +6, Ref +1, Will +1; AL C; Crit M/d10.

AREA 3: THE PILLAR OF THE QUARTZ HEART

The Quartz Temple lies to the southwest of the Crimson Oasis." A third heart-piece is found there, in the open, but protected in a much more significant manner than the two heart-pieces found at the Granite Temple and the Sandstone Temple.

The priest and followers that favor this temple are hesitant to visit the site more often than once a month. While they bring food and water to the guardian, Lashmag, a **necryclops**, has no patience for trespassers and only tolerates the priest and followers when they replenish his water supply. It is not uncommon for Lashmag to strike out in anger at the priest and followers for the smallest imposition.

The Quartz Temple is depicted on Map 4-4.

GENERAL FEATURES

All walls and the ceiling are made of flawlessly smooth quartz requiring a successful DC 30 Climb Sheer Surfaces check to scale. During the day, the temple is lit on the inside by natural light that makes its way through the translucent quartz stone; at night, torches on the walls are lit by the priest and followers if they enter the temple, otherwise the temple is completely dark (moonlight doesn't pass through the quartz stone).

Area 3-1 — Quartz Temple Clearing: *Rising from the palms stands a structure made from semi-clear quartz; veins of gray and black prevent a complete view inside as you approach the structure. Stacks of rotted fruit and fly-infested animals lay scattered over the three steps that lead up into the structure on the south side. A rotting smell comes from within the structure and a glimpse of the base of a giant obelisk inside is visible through the 20′ tall arched entry, its true size hidden as it disappears towards the roof. The grass is stomped flat all around the temple except for here at the entrance where the soil has been picked clean of vegetation and weeds.*

The Quartz Temple is 60′ tall, 30′ wide and 60′ long with a 20′ tall open archway leading inside. Standing near the entrance allows a partial view of the gigantic obelisk inside.

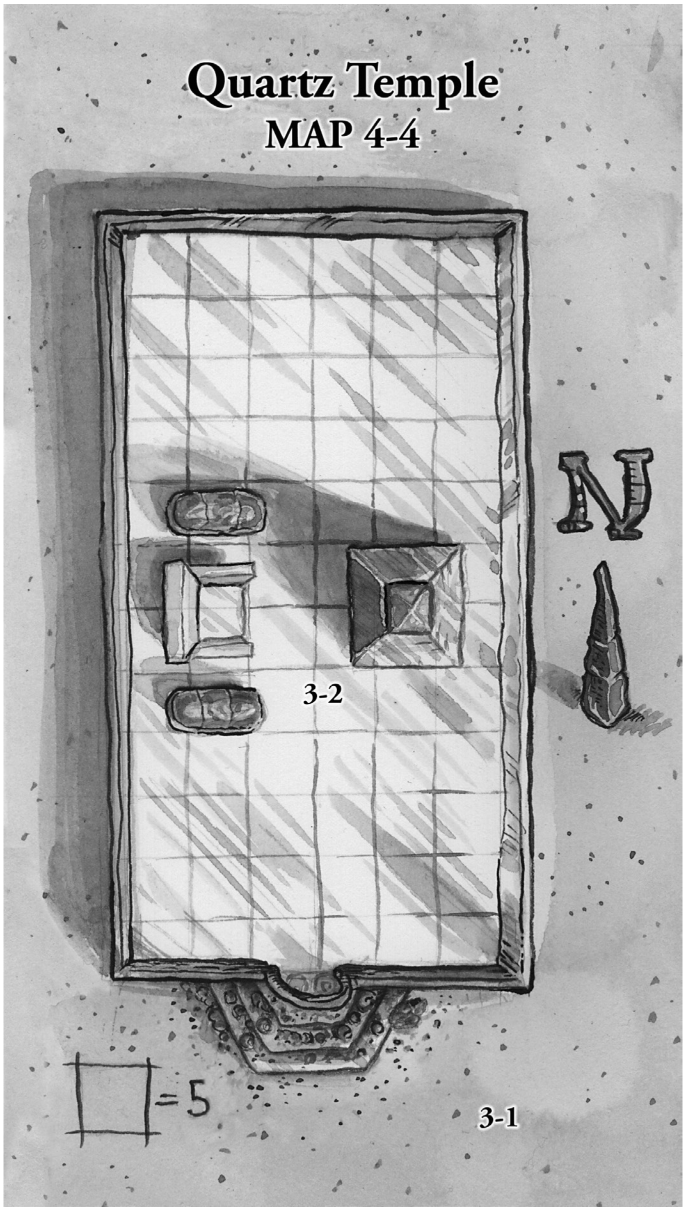
Area 3-2 — Quartz Temple: *A gigantic obelisk carved from blue marbled quartz stretches to the ceiling, its cap made from pure gold. A giant-sized blue marble quartz throne rests against the western wall and faces the obelisk, with two sarcophagi on each side. Otherwise, the temple is empty of furniture, adornments, and other items one would expect to find in a temple.*

When a character arrives here, provide them with **Player Handout 18** that shows the obelisk, throne and other details found in area 3-2.

The quartz throne sits against the west wall and is approximately 25′ tall and 8′ wide, with the base of the seat approximately 8′ feet above the ground. Any character who climbs up and sits in the throne suffers 2d7 damage as their mind is filled both with an image of the torture and suffering of numerous victims of Caphet as well a glimpse of a warrior striking out at four thick lizard-like legs, slicing one that heals almost instantly (DC 15 Will save negates).

The obelisk stands 50′ tall, with a 10′ square base that tapers to a 5′ square gold cap at the top. The angled marble surface of the obelisk is slippery to the touch, and anyone attempting to climb it must make a successful DC 20 Climb Sheer Surfaces check every 10′ or fall (suffering 1d6 for each 10′ fallen, see Falling, p. 96, DCC RPG).

The gold cap contains one of three heart-pieces of Caphet, placed inside a small marble box that is accessible through an unlocked but hidden panel on the eastern side of the gold cap (DC 14 Intelligence check or DC 10 Find Trap check to discover).



Touching the revealed heart-piece causes 2d7 damage as the person touching the heart piece is shown a vision of the screaming Caphet having his heart removed by dark wizards (DC 20 Will save negates). If the heart-piece is handled with a cloth or other material to prevent touching the evil artifact, the saving throw is unnecessary.

The body of the obelisk is too large and heavy to topple and damaging it through mundane means will fail (the noise created by such an attempt, however, will alert Lashmag if he hasn't already spotted the trespassers). To destroy the magic of the obelisk that helps hide Caphet's Onyx Citadel, the gold cap must be damaged. The gold cap (AC 18) must suffer a total of 25 damage for it to be destroyed.

The two sarcophagi in this temple are empty. Lashmag long ago took out his anger on the two mummies placed here to assist him and destroyed them.

The priest of Caphet and followers will arrive once combat begins between the characters and Lashmag. The priest and followers, however, wish to avoid combat and will observe from a distance while hiding in the vegetation. If Lashmag is defeated, this group will move directly to either the Sandstone Temple or the Granite Temple and attempt to assist the other groups if they have not been defeated.

Between the arrival of the priest and followers, Lashmag is resting behind the temple. Unless the PCs are silenced via skill or magic, Lashmag will hear them approaching (catching the clattering of mail, the sound of unmasked footfalls, etc.) when they are within 300′ of the temple. Lashmag likes to toy with his victims and will run and hide in the vegetation and observe the trespassers. He prefers to trap victims inside the temple, allowing them to enter first before moving and blocking the entrance. Lashmag cares nothing for the obelisk or the heart-piece; his target will always be the one nearest to him, although he will switch between targets to try and injure all trespassers in equal measure.

Lashmag uses his leeching gaze to great advantage, preferring to move in close even if it risks injury to him. He will attempt to deliver a devastating blow to a larger opponent with his club (*leg of Krimaret*) while staring into the eyes of his target to heal himself.

Lashmag, "guardian" of the Quartz Heart (necryclops): Init +1; Atk *leg of Krimaret* +11 melee (1d8+5 plus stunning blow (1d5 rounds, DC 15 Fort save negates)) or leeching gaze (special); AC 18; HD 8d8+32; hp 80; MV 40′; Act 2d24; SP un-dead traits, true sight, damage reduction 5, spellcasting (+8 spell check): Spells (1st) *color spray, detect magic, flaming hands, force manipulation, ward portal*; (2nd) *fire resistance, mirror image, ray of enfeeblement, scorching ray*; (3rd) *demon summoning (Set), slow* ; (4th) *polymorph*; SV Fort +10, Ref +3, Will +4; AL C; Crit 22-24 G/d4.

Leeching gaze: As an action, Lashmag may target a creature within 30′ with its gaze, draining them of 4 HD of damage and adding half of those points to his current hit point total (allowing him to increase beyond his starting maximum) (DC 16 Will save negates).

True sight: Lashmag's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. He can see invisible creatures and is never fooled by illusions.

***Leg of Krimaret* (*+3 huge club*):** INT 10; AL C; Banes: lawful creatures (defender; +2 AC bonus when defending against attacks from lawful creatures), humans (+2 bonus to attack and damage), elves (beacon of hope; allies within 100′ engaged in battle against bane gain +2 bonus to all saving throws and morale checks); Communication: telepathy; Special Purpose: enforce the will of Caphet; SP *darkness* (20′), light (20′), stunning blow (a creature struck by this club is stunned for 1d5 rounds, DC 15 Fort save negates), summon creature (3/day, 1d4 wraiths).

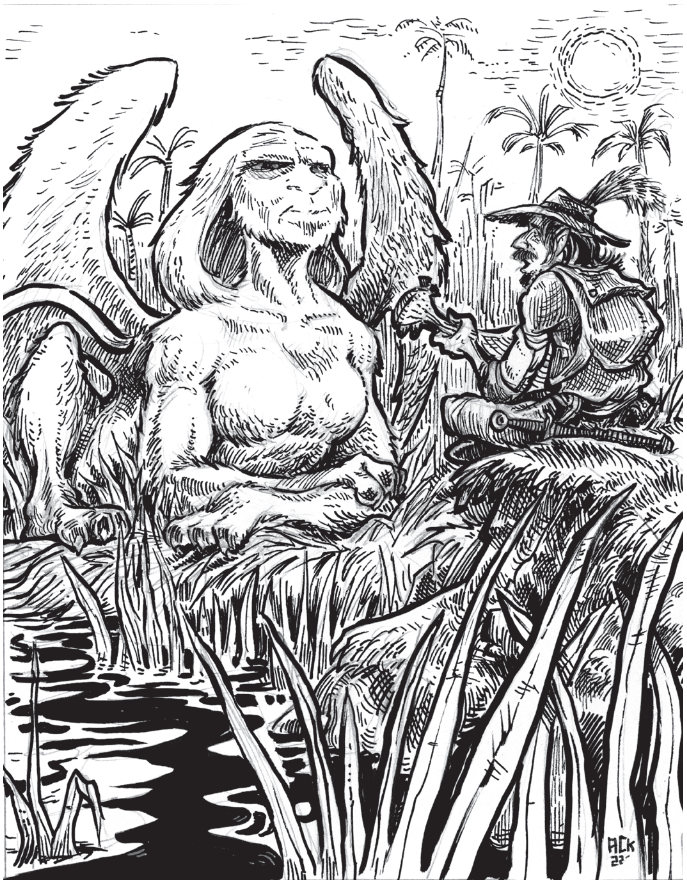
Wraith: Init +3; Atk draining touch +8 melee (2d3 points from a single physical attribute, player's discretion); AC 13; HD 5d12; hp 35; MV fly 50′; Act 2d20; SP un-dead traits, horrid appearance, immune to weapons of enchantment of +2 or less; SV Fort +4, Ref +6, Will +8; AL C; Crit U/d10.

Horrid appearance: Simply glimpsing the wraith causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -2d attack penalty.

Un-dead traits: Wraiths are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

PART 2: THE CRIMSON REED OASIS

The mysterious Crimson Reed Oasis is isolated in the Ghetrian Desert far from any trade routes. It appears on few maps and is largely unknown. Its name comes from the numerous tall reeds that have blood-red sheaves. One legend states the Crimson Reed Oasis



was created by Set himself as a personal respite, filled with wild animals, lakes, and lush vegetation, but yet another indicates it was always there and that Set destroyed an ancient people who called it home and claimed it for his own followers. Another rumor is that this site was a terrible battle between the forces of Set and Mitra millennia ago. The blood-soaked sands of the fallen gave fertility to the wasteland and a few years later, the oasis was in full bloom. Whatever the truth of the oasis may be, it is inarguably a place with a reputation of dangers with matching rewards that draws adventurers to its borders.

The Crimson Reed Oasis spans an area approximately 24 miles wide (east to west) and 12 miles long (north to south). Average speed through the oasis is 2 miles per hour. The oasis contains a mixture of heavy and thin vegetation, palm trees, two lakes, a quarry, and a few ancient settlements that now consist of nothing more than crumbling rock walls. Caphets's Onyx Palace is secluded in the quarry, while the never-finished Limestone Temple lies to the west.

While moving through the oasis, the PCs are certain to have a few encounters. The oasis is home to not only wild animals that are protective of their territory, but three groups of **followers of Caphet**, summoned to the oasis by their master's sensing of the recovery of the *Heart Shards*. The three groups (see Appendix B) each have a favored temple, and might have already been encountered.

The Crimson Reed Oasis is depicted on Map 4-5.

WANDERING MONSTERS

Once per hour while the characters are in the oasis, there is a 1-in-6 chance for the characters to encounter a wandering creature or creatures. Roll 1d12 and consult the following table; note that some wild animals are easily scared off while others will not retreat, especially those protecting their young or a lair.

d12 Roll	Encounter
1-2	Followers of Caphet
3-4	Feathered Serpent
5-7	Giant scorpion
8-10	Gynosphinx
11	Warp spider nest
12	Demon of the Seven Earths

FEATHERED SERPENT: This angelic creature will not attack unless injured by a character. It is spying on the activities of Caphet and will answer questions if the characters can prove they are in the oasis to assist in fighting Caphet. The angel can provide details on a shortcut for the characters to reach the nearest temple; if the characters use this information, no check for wandering monsters is needed if they move directly to the temple using the shortcut.

Feathered serpent: Init +6; Atk bite +4 melee (1d7 plus poison (DC 15 Fort save or death)); AC 16; HD 4d8; MV 30' fly 60'; SP hypnotic stare, linguist; Act 1d20; SV Fort +2, Ref +6, Will +1; AL L; Crit M/d8.

Hypnotic stare: As an action, the serpent may stare into the eyes of a potential target, paralyzing them for 1d3+1 rounds (DC 12 Will save negates).

Linguist: Feathered serpents are gifted with the ability to understand and speak all languages. This ability does not extend to the written word.

Covered in long multicolored feathers, this serpentine creature has wings akin to those of a macaw, with great tailfeathers trailing behind it and serving as its rudder while in flight. Golden eyes stare out from is pebble-fleshed face, and its forked tongue tastes the air around it.

DEMON OF THE SEVEN EARTHS: A demon named Thipix has enjoyed the hunting grounds the oasis offers and is hesitant to leave; if Thipix is reduced to 75% of their hit points, they will immediately abandon the oasis and flee back to the Seven Earths from whence they came.

Thipix (type IV demon, independent): Init +6; Atk +2 sepulchral scimitar +14 melee (3d8+8 plus soul drain (1d5 temporary Personality, DC 13 Will negates)) or withering wind +12 missile fire (1d8+1d3 temporary Stamina (DC 13 Fort save negates Stamina loss)); AC 22; HD 10d12; MV 60', fly 60'; Act 2d20; SP polymorphic gaze, demon traits, spellcasting (+8 spell check): Spells (1st) *chill touch, comprehend languages, detect magic, enlarge*; (2nd) *detect invisible, invisibility, phantasm, strength*; (3rd) *breathe life, gust of wind, turn to stone*; (4th) *transmute earth, polymorph* (self only); SV Fort +12, Ref +10, Will +12; AL C; Crit 17-20 DN/d10.

Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120', immune to fire, cold, electricity, and gas, half damage from acid, spellcasting (+16 spell check): Spells (1st) *darkness*.

Polymorphic gaze: As an action, the demon may turn their gaze upon a target within 100', transforming them into a form of the demon's choosing (of equal or lesser HD). The victim takes on all characteristics of their new form, losing all semblance of self while transformed. This need not be an animal or creature but can also be fruit (such as a pile of apples), or even a pool of water or blazing fire. The target is trapped in this state for 1 turn, or until transformed again by the demon (or use of a *polymorph* spell). Attempts to turn a target into another living creature may be thwarted with a DC 20 Will save, while attempts to turn a victim into something wholly different (such as a bonfire) require only a DC 13 Will save to negate.

FOLLOWERS OF CAPHET: These groups are detailed in Appendix B. Randomly determine which group is encountered. Note that if already defeated en route to one of the temples, this encounter doesn't occur.

GIANT SCORPIONS: Giant scorpions are common in the oasis. This encounter includes a pack of 1d4+3. These **giant scorpions** possess an unusually potent poison in their stinger, increasing the Fort save DC by +1 (already factored into the stat block below).

Scorpion, giant (1d4+3): Init +3; Atk claw +12 melee (1d10+4) or sting +7 melee (1d6+2 plus poison (death in 1d4 rounds, DC 17 Fort save negates)); AC 18; HD 12d10+12; hp 80; MV 50', climb 30'; Act 3d20; SP poison; SV Fort +9, Ref +4, Will -2; AL N; Crit M/d20.

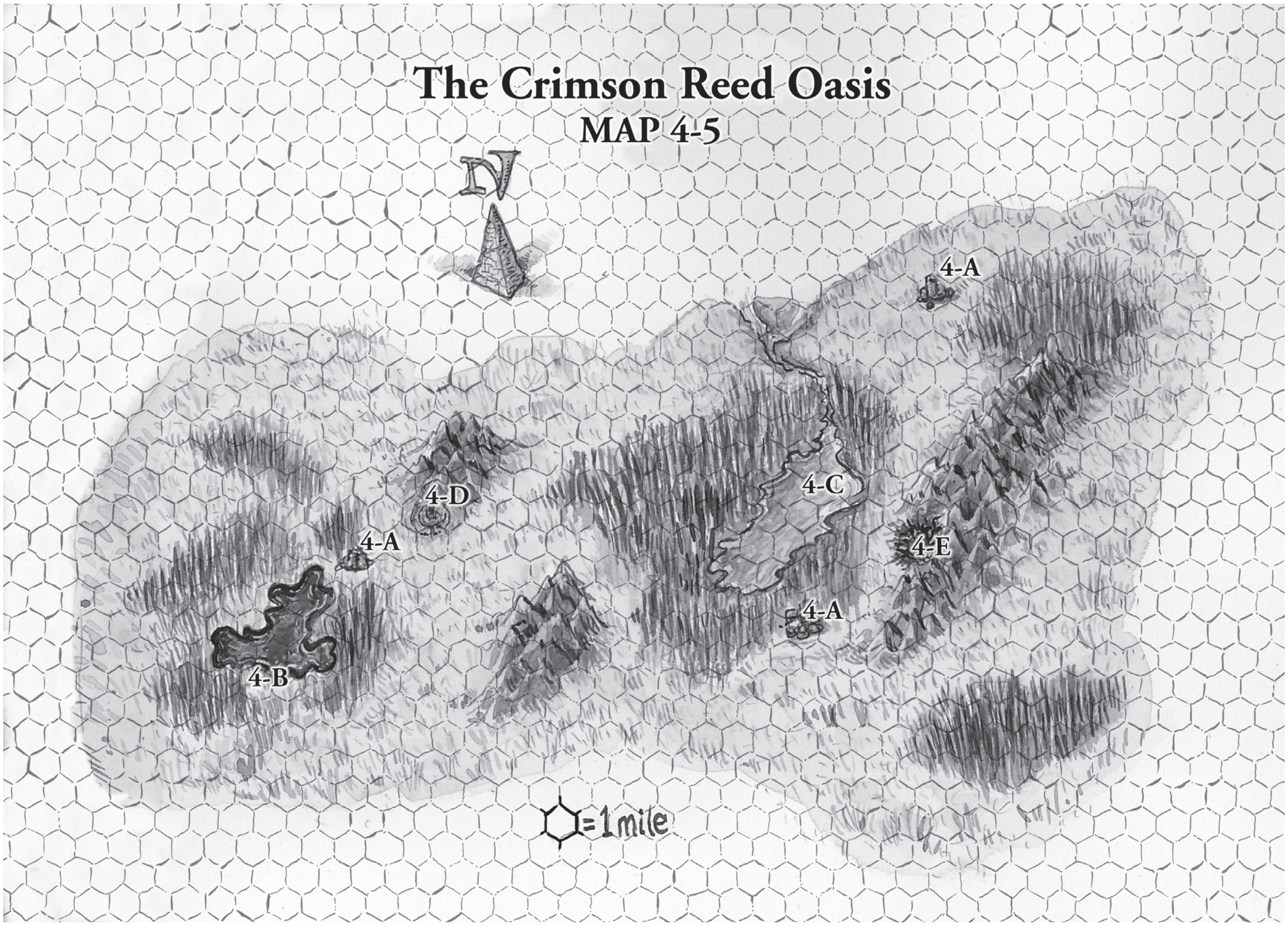
GYNOSPHNX: A **gynosphinx** named Atamep is currently resting in the oasis before moving on to another location. She can sense the evil of this place and is unnerved. Unless attacked, Atamep will ask for a story from the characters related to their previous adventures. In exchange for the story, Atamep will inform the characters that great magic is present in the quarry (area 4-E).

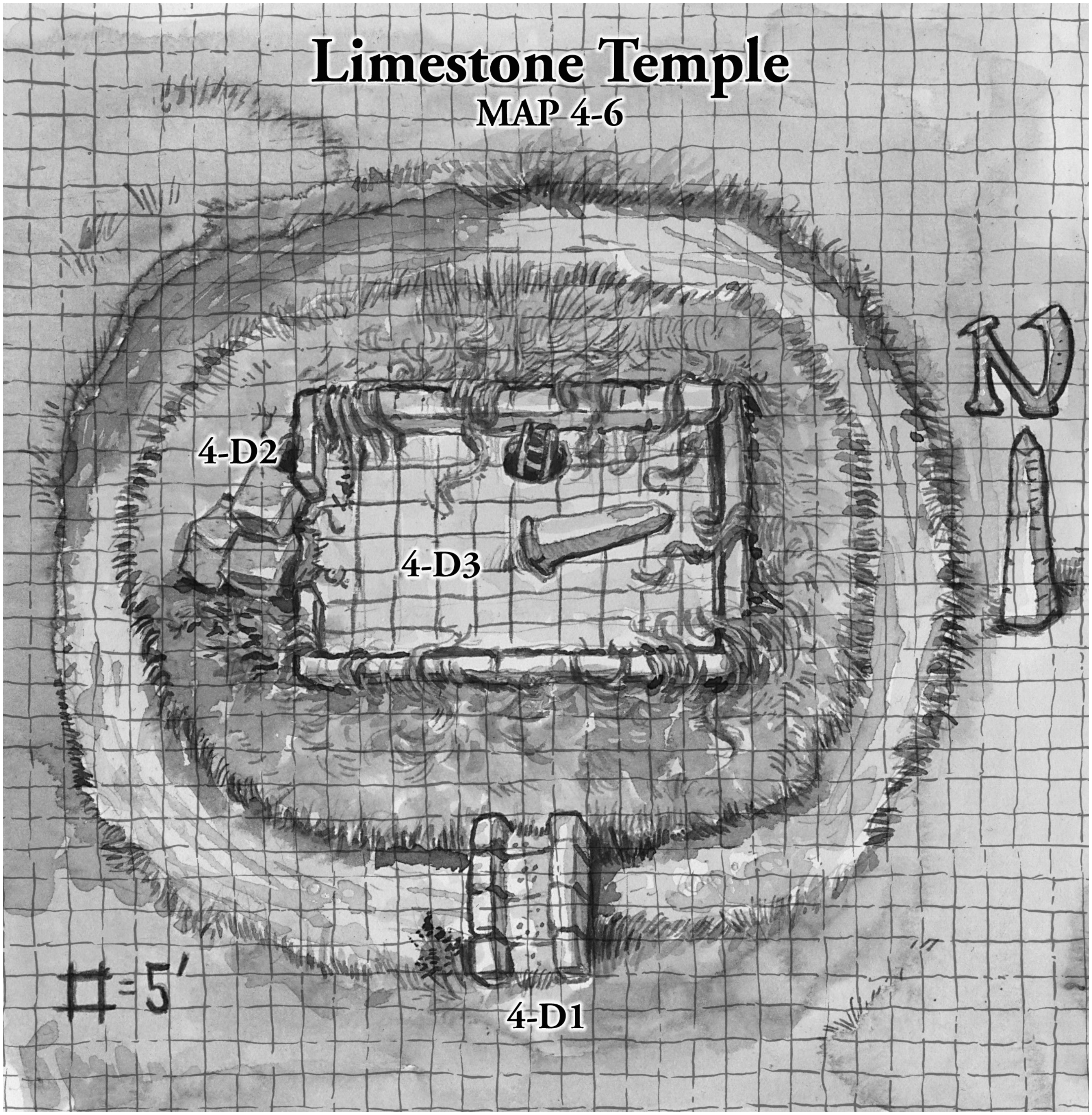
Atamep (sphinx, gyno): Init +2; Atk claw +8 melee (2d8); AC 20; HD 8d10; hp 800; MV 40', fly 60'; Act 2d24; SP true sight, bestow blessing (2/week), hardy (1/day), *haste* (2/day, spell check result of 24), translocation, attacks treated as magical, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, comprehend languages, darkness, detect magic, force manipulation, magic shield*; (2nd) *invisibility, locate object, phantasm, ray of enfeeblement, scorching ray*; (3rd) *consult spirit, dispel magic lightning bolt*; SV Fort +10, Ref +8, Will +5; AL L; Crit M/d14.

Bestow blessing (2/week): The gynosphinx may grant powerful blessings (judge's discretion) to up to two individuals per week. No target may ever receive more than one blessing of this type.

Hardy (1/day): The round after being reduced to 0 hit points, the gynosphinx rises from apparent death, regaining 10 hit points.

Translocation: As an action, the gynosphinx may open a 10' diameter trans-dimensional portal to any known location





within 1 mile. The portal may be placed beneath unwary targets (DC 18 Reflex save to avoid).

True sight: A gynosphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

WARP SPIDER NEST: This nest of 1d4+4 **warp spiders** has grown over the last few months as more spiders have been drawn by the power emanating from the Crimson Reed Oasis. The warp spiders have spun webs between the trees that are hard to spot. During an encounter, every character must make a DC 12 Reflex save each initiative round to avoid becoming ensnared by the webs that stretch around them.

Spider, warp (1d4+4): Init +3; Atk bite +6 melee (1d6+2 plus poison (paralyzed 2d5 rounds, DC 10 Fort save negates)); AC 14; HD 3d8; hp 16 each; MV 40′; Act 1d20; SP dimensional flux, enshroud, webbing; SV Fort +4, Ref +4, Will +3; AL N; Crit M/d8.

Dimensional flux: When attacking, warp spiders rapidly flash in and out of reality, making them frustratingly difficult to hit. Attacks targeting them directly suffer a -1d penalty to hit and they suffer half or no damage (depending on a successful save) from area of effect spells.

Enshroud: Warp spiders will seek to hurriedly immobilize victims who are paralyzed by their bite, wholly mummifying them with their silk. It takes a warp spider 6 rounds to encase a human-sized creature, over the course of which the victim suffers 1d3 damage per round as they are compressed by the ever-tightening layers of silk.

Webbing: Warp spiders are not able to launch webbing to ensnare their prey, instead using more traditional webbing to trap the unwary. A creature that touches the web is held fast, able to escape only by making a successful DC 20 Strength or Agility check. The web can be burned off (possibly wounding captured creatures) or hacked through with a very sharp blade by a creature not already caught (AC 16, 5 hp to free one creature). A dull blade or blunt object will simply become entangled; even a strike with an exceptionally sharp blade has a 25% chance of entangling the weapon. Melee attacks aimed at the creatures held by the web run a 10% risk per attack of entangling the attacker. Attacks aimed at creatures enshrouded within the webbing deal half damage to the victim within the web.

Area 4-A — The Ruins: There are three of these locations throughout the oasis. Each is a collection of crumbling stone buildings overrun with vegetation. If a ruin is explored, roll for a wandering monster. Exploring each of these ruins is an arduous task that requires 2d3+2 turns. During the search, have the PCs each make a DC 12 Fortitude save. Those who fail begin to suffer from the unyielding heat and suffer a -1 penalty to all actions until they have rested for a minimum of 3 turns.

Should a group put in the time to explore one of these ruins, have the PC with the lowest Luck make a Luck check. If they succeed, the PCs find a bit of long-forgotten treasure. Roll on the table below:

d7 Roll	Result
1	A cache of 250 gp of ancient design
2	1d4 stone figurines (each worth 1d4 x 10 gp)
3	2d6 gems (each worth 100 gp)
4	An ivory-carved statuette crudely fashioned after Caphet (worth 400 gp)
5	A pouch holding 20 +*1 sling stones*
6	A pouch holding 5 +*3 sling stones*
7	A +*1 mace-axe*

Area 4-B — The Stain: On the west side of the oasis is a shallow lake (maximum depth 7′) with blood-red water. Although the vegetation is lush around the banks of the lake, the water is poisoned from a constant bloom of highly toxic, red pigmented phytoplankton. Breathing the air in this area inflicts a loss of 1 hp/round (DC 10 Fort save each round to negate), and anyone drinking the water will be poisoned (1d3 permanent Stamina, DC 15 Fort save reduces loss to temporary Stamina).

Hidden at the bottom of the lake is an old chest containing booty from a band of bandits. A rotting rope attached to a rock on the bank can be noticed with a DC 12 Intelligence check, assuming the edges of the lake are investigated, or successful Luck check if investigation is minimal. Trying to retrieve the chest by pulling it in results in the rope breaking. But if the rope is used as a guide, a chest covered in silt can be recovered. Unless extreme measures are taken, any creature entering the water risks accidentally ingesting the toxins of the red tide that bloom upon surfacing. Upon a failed Luck check, the PC must make a Fortitude save (as above), but with a -1d penalty.

Inside the chest are a collection of six gold goblets (each worth 25 gp), four silver trade bars (each worth 10 gp), and a pair of ceramic bottles. The bottles appear to be sealed, but upon close inspection, it is revealed that they each have a slight crack in the wax seal. Both are now filled with the toxin-laced water. It requires a successful DC 12 Handle Poison check to deal with these slowly leaking containers without further breaking the seals and spilling the contents. After a full turn of the water seeping outwards, the person carrying one (or both) of these bottles begins to breathe in the fumes (see above).

Area 4-C — Glimmerglass Lake: This lake, located on the eastern side of the oasis, is deeper (maximum depth 35′), displays a weedy margin, and is a source of clean freshwater. For each full turn spent here, roll for a wandering monster.

Area 4-D — The Limestone Temple: Near the western border of the Crimson Reed Oasis is a small temple assembled from limestone blocks. Decades ago, Caphet intended to add a fourth temple to the oasis. His thought was to have the brain from his blind (third) head removed and placed in the Limestone Temple as a second way to protect his immortality.

The temple was built, two guardians created, and traps and magic added to further increase the temple's lethality. But the third head (and brain) of Caphet changed its mind, refusing to go through with its removal. This would have allowed Caphet place the brain in a phylactery with the three heart-pieces in their separate temples. Caphet was not pleased, but without the third head's cooperation, the ritual to remove the brain would have failed. Still, Caphet hoped that one day the third head might agree to the ritual, and the temple remained in place.

With the temple abandoned and Caphet's attention no longer focused on it, the guardians placed there began making their own plans…

Area 4-D1 — The Limestone Bridge: *Emerging from the brush, you spot a dark flow of water circling a small temple at its center. The temple appears to have an unfinished roof, with piles of limestone blocks nearby that look as if they were intended to be lifted and placed on top of the temple. A limestone bridge crosses over the water, allowing access to the temple. The water occasionally bubbles or something moving beneath its surface causes a disturbance, but nothing can be seen in the murky waters.*

To enter the Limestone Temple, one could try and jump over the 15′ wide moat, but the easiest way is to cross the limestone bridge. Of course, the limestone bridge is trapped. Walking across the bridge requires the crosser to keep their hand planted firmly on the left or right side rail. When an individual crosses the bridge without placing their hand on a rail, at the halfway point the target suffers 2d8 damage as the railings in the center repeatedly slam together before the surface of the bridge propels them off the bridge and into the water (DC 15 Reflex save negates). Discovering the trap requires a successful DC 22 Find Trap check, revealing tiny runs etched into the bottom of the handrails. "Disabling" the trap requires no roll, just the use of a handrail.

Entering the water brings its own dangers, but it is possible to swim across. Lurking in the dark water are two **giant water snakes**. They move towards any disturbance of the waters in seconds.

Water snake, giant (2): Init +6; Atk bite +8 melee (2d6 plus poison (stunned for 1 round and 1 temporary Stamina (DC 12 Fort save negates Stamina loss)); AC 19; HD 3d8; hp 20; MV 50′, swim 50′; SP; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d8.

Area 4-D2 — Temple Entry: *Someone or something has stacked three large limestone blocks across the entrance to the temple. To enter the temple, one of the stones will need to be moved to provide enough space to crawl through. The remainder of the temple is covered in thick vines and overgrowth from the surrounding jungle.*

Pushing the limestone block can be done on a successful DC 12 Strength check. Enough space will be revealed to allow one person at a time to climb up and through and into the temple. The block wasn't placed to prevent entry, but instead to more easily trap those who choose to enter the temple. Entry into the temple can also be attempted by climbing the vines and going down through the open roof - a successful DC 12 Agility check is required to navigate up the vines and down into the temple.

Area 4-D3 — Limestone Temple: *The temple appears to have been abandoned quite some time ago. Cobwebs stretch across the corners of the room, and the single large limestone obelisk in the center of the room has been pushed aside and lays tilted against the east wall. A hole is visible in the floor near the north wall with a bamboo ladder sticking up.*

The ladder leads down to a dead end that was created to further separate any trespassers as only one person can move down the ladder at a time and the small space at the bottom (3′ wide x 3′ long x 6′ tall) is only large enough for two individuals to stand shoulder to shoulder.

The leaning obelisk is not what it seems. The 10′ tall obelisk is itself a former victim of Caphet, brought back in the form of a limestone golem. Calling itself Shard, it works with Woogo to protect the temple. Caphet took the life of a trespasser named Woogo and resurrected them as a twisted mass of desert vegetation, a prime vine horror.

Woogo and Shard are unaware that Caphet has abandoned them and continue their duties of eliminating any trespassers who enter the temple. Once half or more of the party is inside the temple, Woogo will use its vines to move the block back into place to block exit from the entry. They will then pull up all their roots and climb into the temple from the missing rooftop. The remaining party members outside the temple will need to climb up and over the walls or move the block again.

While Woogo and Shard will attack trespassers, they will cease attacks if any characters attempt to communicate. Woogo and Shard do not understand why they were left to guard a temple that never has visitors. Over time, the two have found a way to communicate with one another and are now questioning their true purpose. Some memories of their lives as living adventurers have also returned, and they know that they have not always lived at the temple and served as guardians.

If the characters are given the chance to share information about Caphet and what they know about any of the other temples, a successful DC 13 Personality check can convince the two guardians to leave the temple and join the party in trying to defeat Caphet. The unfortunate part is that Caphet will immediately move to destroy the two guardians if they enter the Onyx Citadel with the PCs. If the two guardians never enter the citadel and the PCs survive, one or both of the guardians are likely to join the group when they leave the oasis if extended an invitation. Otherwise, the two guardians will go their own way upon leaving the oasis and attempt to find a new purpose.

Shard (golem, limestone): Init +1; Atk fist +8 melee (1d10+6 plus bleeding wound) or +2 prismatic spear +10 melee (1d8+6 plus blindness (2d3 rounds, DC 12 Fortitude save negates); AC 18; HD 18d10; hp 80; MV 30′; Act 2d20; SP golem traits, blindsight 100′, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +6, Ref +2, Will +0; AL N; Crit M/d30.

Bleeding wound: The golem slashes its foe with its razor-like fingers, inflicting a bleeding wound which inflicts +1 damage per round until an action is taken to staunch the bleeding. Multiple attacks of this sort stack, and each requires an action to halt the blood flow.

Elemental healing (electricity): A limestone golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the limestone golem is instead healed by the same amount.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

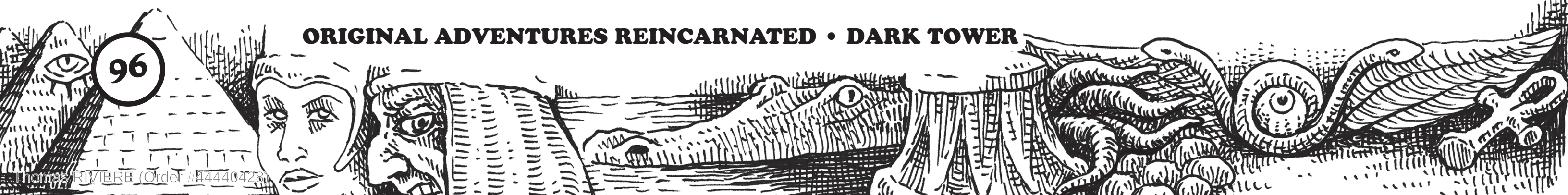
Woogo (vine horror, prime): Init +2; Atk vine +2 melee (2d7 plus entangle); AC 17; HD 8d10; hp 80; MV 20′; Act 2d30; SP elemental healing (electricity), entangle (automatic 2d8+2 damage on next round if both vine attacks land; DC 20 Strength check to escape); SV Fort +6, Ref +4, Will +4; AL C; Crit M/d14.

Elemental healing (electricity): Woggo is healed by exposure to electricity damage. When damage is inflicted by electricity, Woggo is instead healed by the same amount.

Area 4-E — The Quarry: This shallow quarry was, in the past, a source of slate. That same slate was used to construct the Onyx Palace (dark in color, but not actually made from onyx gemstones) before Caphet used his powers to conceal the palace from causal view. Two ramps carved from the stone (one to the north, one to the south) allow an easy descent to the floor of the quarry, 30′ below ground level.

A powerful *phantasm* spell conceals the palace from view. The floor of the quarry appears to be littered with shale debris. If all three obelisks from the three temples are destroyed, this spell effect ends. In addition, the gynosphinx Atamep is aware of great magic here and can nudge the characters here. Or one of the bands of followers could be tracked here. Or the palace is simply discovered via tactile examination.

If any of the priests and followers of Caphet are still alive when the PCs arrive, they will be camped out in the quarry to form a frontline near the entrance to the citadel. Caphet will make no attempt to provide them with assistance. The PCs may freely retreat to the surrounding vegetation to rest and heal without risk of the groups following them. The groups will not leave the quarry at any point, having brought supplies for at least a 2-week siege.



Set is aware of the threat to his power, now that the year of the celestial alignment has come. Of course, the loss of one of his Chosen Sons for a year may not be too great a price to pay to halt the machinations of Caphet. Similarly, Caphet is already preparing to eliminate the heroes who have collected his *Heart Shards* so he can begin rebuilding the obelisks again.

While Set has no plans to interfere with any attacks on the Onyx Citadel and Caphet, that doesn't mean he won't provide assistance, to Caphet or the heroes, should the mood strike him. Set is aware of the recovery of the *Heart Shards* and finds it amusing that Caphet's attempt to gain immortality with this method has failed and his guardians have been defeated.

Set is watching… and Caphet has much to lose.

THE ONYX CITADEL PALACE

As the vegetation clears, you find yourself looking down into a quarry. Ramps on two sides of the quarry lead down to its dark surface. Centered in the rocks and debris that remain from when the quarry was being mined stands a dark structure… a tower made of the same slate rock that fills the quarry. The odd-shaped tower has a single set of stairs that lead up and into it on the southern side of the quarry. Four large balconies, one on each side, are visible 50′ above the surface, each sitting beneath a large archway that serves as both window and doorway. Each of the top four corners of the tower curve outward before peeling away and splitting into three claws that look as if they are preparing to rake the ground.

Area 5-1 — Grand Entry: *Slate walls and floors absorb what light is given off from the dozens of torches that line the walls of this grand entry. In front of you, a gigantic staircase with tall steps begins in the center of the entry and ascends to the second level. Four massive columns rise from the floor to support the ceiling, each so wide they block your vision of a significant portion of the floor and walls behind them. Two petrified creatures of horrific appearances stand guard to the left and right of the stairs, anger on what you believe to be their heads or faces. Demonic script, each rune larger than a humanoid, covers the walls and glows red.*

Each of the four slate columns stretches 45′ high to support the second floor. The 20′ in diameter columns provide excellent cover but also obstruct the view of the other side. There are few spells or creatures in existence that have the power to successfully bring down one of the columns (if need be, treat as AC 25, 500 hp).

The two 25′ tall statues are all that remain of two Lesser Sons of Set who tried to ambush Caphet in his citadel. Their names are forgotten to Caphet, but he leaves them here as a warning to other Lesser Sons that his powers are significant. If a *potion of deossification* is poured on a statue, only a portion (within 10′ of the potion striking the statue) of the statue would de-petrify leaving the demon in indescribable agony. The gruesome sight it presents inflicts a -2 penalty on all actions to anyone viewing the statue for 1d6+6 turns (DC 15 Will save negates). If Caphet survives, he will once again turn the creature to stone, but only after a few days have passed and the amusement wears off.

The Demonic script that covers the walls is nothing but three repeated phrases - "Blessings to Set the Eternal", "Set the Father and Master", and "May Set Reign Eternal." These were placed here by Caphet in jest, as he cares nothing for Set beyond the time Set gives him to plot his own rise in power. Caphet desires nothing more than to kill his father and take his throne, but he is intelligent enough to give appearances of fealty. (Set cares nothing for the platitudes; he fully expects the occasional Son to try and usurp him.)

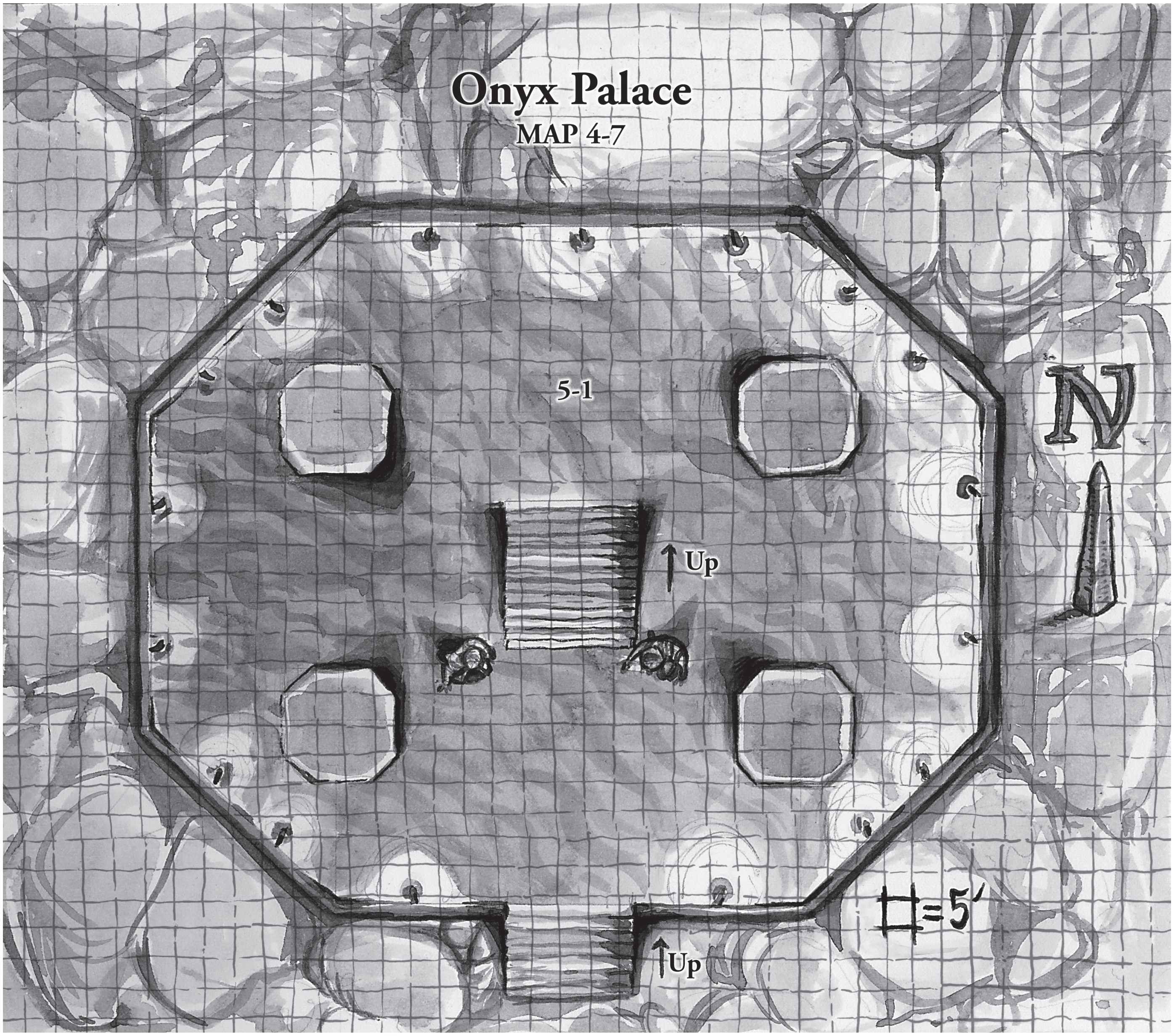
The stairs were created for an oversized being like Caphet. For this reason, ascending the steps will be a slow process (half movement) as each 4′ high step must be almost climbed, forcing adventurers to place large items like packs and spears on the step above before climbing up. Caphet won't attack during this time, but he does find this humorous. The stairs ascend 45′ up, and when a PC reaches the top, they must succeed at a DC 12 Fort save or lose 1d3 temporary Stamina.

Area 5-2 — Caphet's Throne Room: *Ascending the stairs is tiring, and as you push to stand up at the top of the staircase. The room has the same dark slate walls, but the northern wall juts out, almost dividing the room's northern side in half. More demonic script covers the stretches of wall that run between four large balconies beneath giant arches and four columns, identical to those on the first floor, support the roof; no torches are visible, but the glow from the script provides just enough light to make out a 45′ tall ceiling painted fresco-style depicting a creature from nightmares — four lizard legs, a human's upper torso, and three hydra heads.*

Wherever the Onyx Citadel travels (outside of the material plane), Caphet has provided himself with an excellent view outside its walls via the four balconies. Any characters stepping out on a balcony may look in that direction and see up to 2 miles of the oasis.

Each of the four slate columns stretches 45′ high to support the roof. The 20′ diameter columns provide excellent cover but also obstruct the view of the other side. There are few spells or creatures in existence that have the power to successfully bring down one of the columns (as per area 5-1 above).

Caphet has covered the walls with a single repeating phrase written in Demonic - "Caphet, Son of Set" — he takes pride in the simple fact that his name appears in front of Set's, and slightly larger as well. Any character who



defaces the rune symbol for Caphet in any way will gain a *minor favor of Set.*

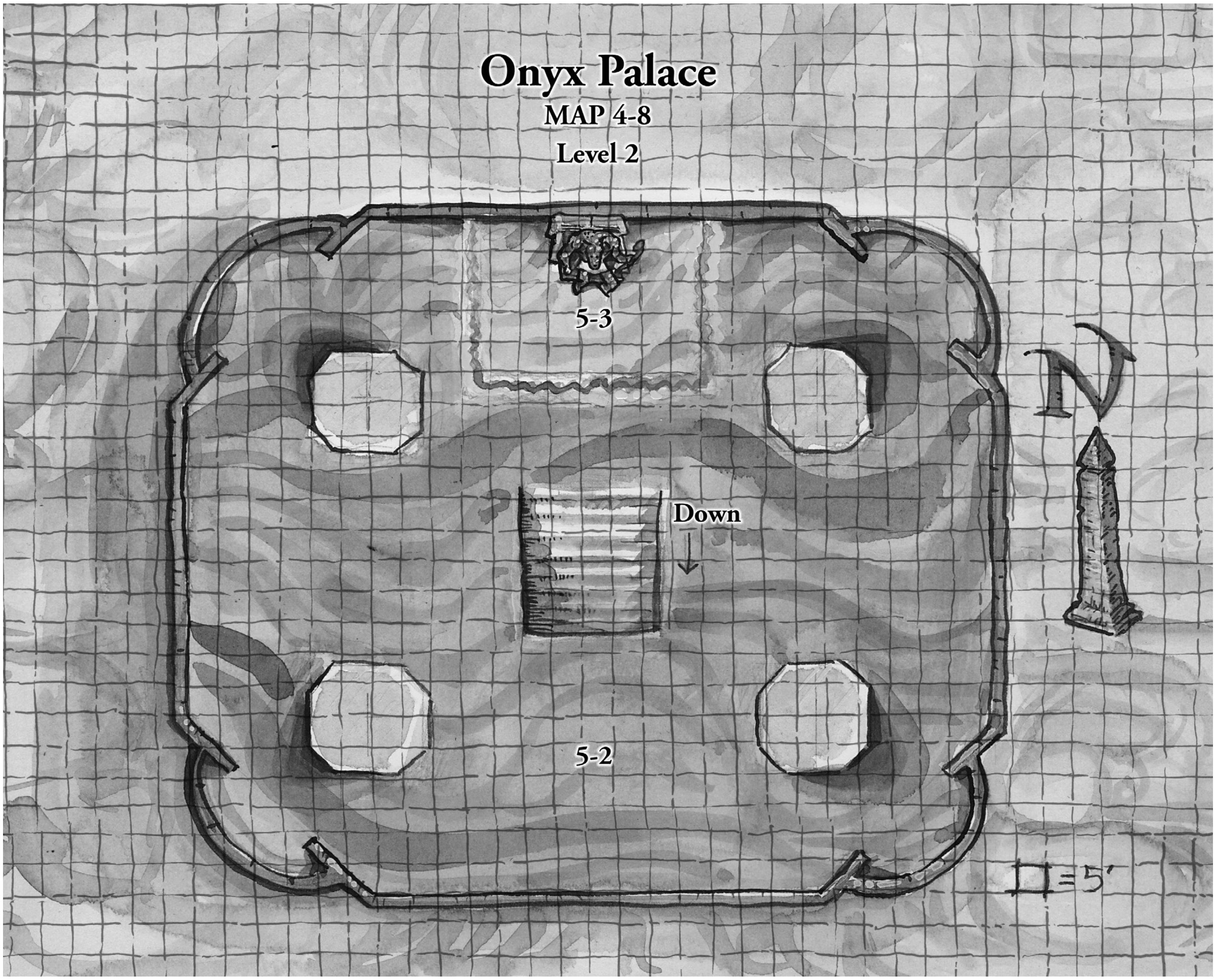
The northern wall is an illusion; any character that touches it or moves through it will end the illusion and reveal Caphet on his throne. Caphet can observe the characters through the wall (one-way) and will find amusement in their searching and inspections.

Area 5-3 — The Throne: *Before you sits a creature of staggering size and shocking appearance. Caphet, Chosen Son of Set, sits on his throne. Three hydra heads move independently, two of them staring in your direction while the one to your right looks up to the ceiling, its two eyes white with blindness. Beneath the three heads is a humanoid upper body with two massive arms, one of which holds a 15′ tall staff. The lower body consists of four reptile legs, two at the rear of the throne's large slate block and two at the front; Caphet's trunk rests on the slate block.*

The throne consists of a single block of slate for the seat, perfectly cut to a height of 8′ tall. There are no armrests; instead, a single rectangular shaped block of slate rises from behind the square seat to a height of 20′, allowing Caphet to rest on the throne while keeping all four legs on the floor.

When Caphet is revealed (either when a character breaks the illusion in area 5-2 or Caphet tires of waiting), he speaks in Common:

"Memory fails when I ponder on the last time my citadel was entered without permission. You stand before me not with permission, but with a grudging respect. I sense the pieces of my heart, meaning you have defeated my temple guardians.



You mortals always over-reach. You seek to gain riches and glory by your actions - defeating a Son of Set. But riches and glory can be had easily without the risk to your tiny lives.

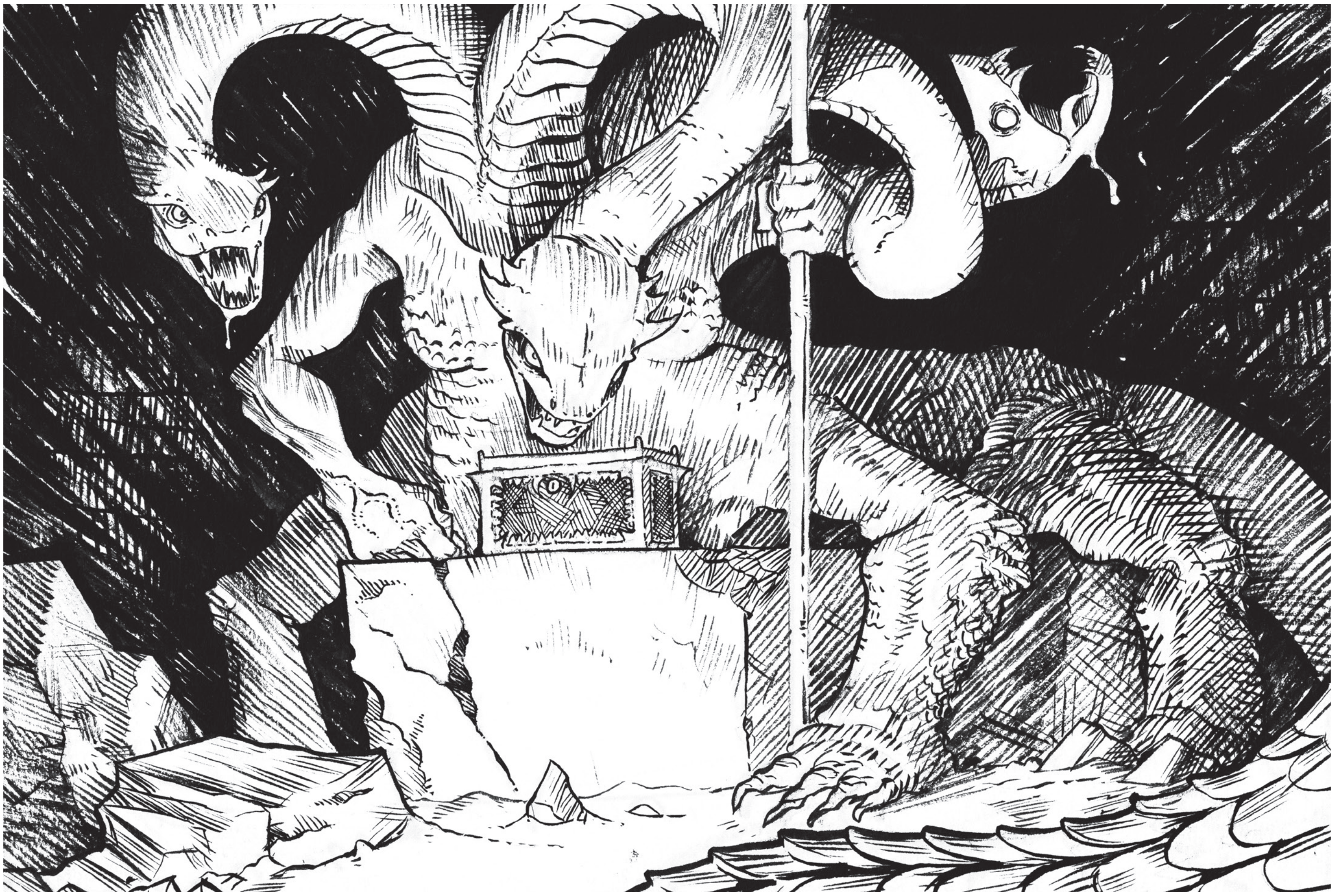
Give me my heart-pieces and those items I bestowed upon my guardians and depart. Depart now, and the riches and glory you seek will come in the stories you will tell about your audience before Caphet, Son of Set. I will instruct my priests to allow you safe passage from the oasis. You will live, and you will have time to ponder on just how close you came to an eternal death. Stay, and I will raise your corpses and enhance your skills so that you might serve me as new guardians to my temples."

Caphet will listen to the adventurers for up to 1 minute. They may plead, insult, brag, threaten, and negotiate to no avail. After 60 seconds, if the PCs have not placed the three heart-pieces on the ground along with any magical items taken from the guardians, Caphet will raise his staff and slam it to the ground, closing off all exits from his throne room as individual magical barriers rise to block all balconies and the stairs down. Only the will of Caphet (or the slaying of Caphet) will remove the barriers.

If the adventurers choose to leave the heart-pieces and magic items, they will be allowed to leave. Caphet will honor his word and instruct the priests to allow the adventurers to leave the Crimson Reed Oasis. Set will be disappointed, but knows that plans are already in place by a few Lesser Sons that may prove successful. If unsuccessful, Set plans to keep Caphet a Chosen Son of Set for 666 more years; he is very curious about Caphet's (hopeless) plans to take his throne…

If combat with Caphet commences, read the following:

Caphet raises and slams his staff down. A shimmering barrier appears in front of each of the balconies. Despite his size, Caphet nimbly leaps from his throne and lands in the center of the room, standing on a barrier that now covers the stairs heading down. "Your never-ending punishment begins now," he says.



CAPHET, CHOSEN SON OF SET

Caphet, Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk +2 *staff of the scorpion* +10 melee (1d12+7 plus poison (1d4 temporary Stamina, DC 16 Fort save negates)), claw (x2) +8 melee (1d4+5), bite (x2) +8 melee (1d8+9 plus poison (5d6, DC 15 Fort save for half damage)), bite +0 melee (1d8+9 plus poison (5d6, DC 15 Fort save for half damage)); AC 20; HD 10d12+30; hp 120; MV 30′; Act 8d24+1d20 (spells); Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled), *staff of the scorpion,* blind side (see combat with Caphet, above), spellcasting (+5 spell check): Spells (1st) *animal summoning* (snakes only), *force manipulation, magic missile*; (2nd) *ray of enfeeblement*; (3rd) *dispel magic, turn to stone;* SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not

MINOR FAVOR OF SET

d6 Roll	Result
1.	Hit point bonus: +2 HD temporary hit points, lasting 1 hour.
2.	AC bonus: +1 if armored, +3 if unarmored, lasting 1 turn.
3.	Resistance to poison: +1d bonus to saves against poison for 1 turn.
4.	Resistance to lightning: half damage (Reflex save (DC varies) for one-quarter damage) for 2d3 rounds.
5.	Regeneration: 1/round for 1 hour.
6.	Immunity to poison: Total immunity to poison for 1 hour
7.	Invisible to Minions of Set: Unseen (and unaccosted) by minions of Set for 2d5 rounds.

CAPHET'S WEAKNESSES

Caphet is a formidable opponent, but he does have weaknesses that PCs may be able to discover and exploit.

1. After a single round of combat, the characters will be aware of Caphet's blind head. His left-most head (right-most to the heroes) is blind in both eyes. For this reason, weapons and attacks gain a +1d bonus when made from that side and Caphet suffers a -1d penalty to Reflex saves made against spells cast from that side. Judges will need to carefully track where the PCs are located with respect to this blind side.
2. Any character who is carrying a heart-piece and is within 10′ of Caphet after making a successful strike against Caphet will sense a burst of energy from the location of the heart-piece. This is Caphet's regeneration ability attempting to heal the heart pieces instead of his body. While the heart-pieces are outside his body, the healing is impossible when a shard is within 10′ of Caphet. Once this burst of energy is detected, if the character makes a successful DC 12 Intelligence check, the character gains 1 Luck and gains understanding of its meaning (only one Luck check per PC allowed and only after the first burst). A chaotic PC who makes this discovery also gains a *minor favor of Set* (see sidebar).
3. The four columns in the throne room (area 5-3) can be used to keep Caphet from striking a target with a *lightning bolt* (his neck cannot curve far enough around the column), but it also means loss of line of sight for a character who chooses to place one between themselves and Caphet.

bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Lightning bolt (2/day): As an action, Caphet can hurl a *lightning bolt* at a target within 100′, doing 2d6 damage to the target and all living creatures within 30′ of the target (DC 22 Reflex save for half damage).

Son of Set traits: Lizard body, human torso, multiple hydra heads (x3), multiple lizard legs (2 pair), regeneration (10/round, fire damage halts the regeneration for 1 round), *lightning bolt* (2/day), spellcasting, true name, true sight 120′.

Staff of the scorpion: Caphet is a powerful spellcaster, and Set provided him with the *staff of the scorpion* as a gift when he ascended as a Chosen Son of Set. If Caphet is defeated, the staff teleports back to Set's armory.

***Staff of the scorpion* (+2 *staff*):** +2 melee (1d12 plus poison (1d4 temporary Stamina, DC 16 Fort save negates)).

True name: If Caphet's true name is spoken within range of his hearing, all his saving throws suffer a -1d penalty for 1 hour (in addition to being vulnerable to the spell *true name*).

True sight: Caphet's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. Caphet can see invisible creatures and is never fooled by illusions.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Three hydra heads move independently, two of them staring in your direction while the one to your right looks up to the ceiling, its two eyes white with blindness. Beneath the three heads is a humanoid upper body with two massive arms, one of which holds a 15′ tall staff. The lower body consists of four reptile legs, two at the rear of the throne's large slate block and two at the front; Caphet's trunk rests on the slate block.

CAPHET'S FATE

When Caphet is reduced to 60 hit points, he loses one of his hydra heads at random (unless the damage was done by intentionally focusing on one specific head) and the associated bite attack and action die. If the blind head is cut off, he also loses the ability to cast spells. The PC who makes the strike that reduces hit points to below half gains a *minor favor of Set*.

When Caphet is reduced to 1/3 of his hit points, he loses an additional head and bite action. The PC who makes the strike that reduces hit points to 1/3 gains a *minor favor of Set*.

CONCLUDING THE ADVENTURE

If the adventurers lose to Caphet, Set will keep Caphet a Chosen Son of Set for 666 more years. Caphet will regenerate and revive the killed adventurers to serve as new guardians of his temples. Two or more guardians per temple may mean the next time the heart-pieces stay where they belong…

Should the adventurers win the day and defeat Caphet, there is still work to do. Caphet may not resurrect since Set has removed that power from his Sons of Set, but Caphet is still capable of returning to life if his heart-pieces are not burned along with his corpse. Upon his death, the barriers will disappear, allowing the adventurers to leave the citadel. The followers and priests outside will be aware of Caphet's defeat and will flee the area. Since the citadel will not leave the material plane, the adventurers have 48 hours to burn Caphet's body (with the heart-pieces) before Caphet's heart-pieces do their job and revive him to an un-dead state similar to that of a wight. A much more powerful version of a wight…

There are enough trees just outside the quarry to create a significant funeral pyre around Caphet's body. The smoke produced by the fire will pour from the balconies and announce the end of Caphet's reign as a Son of Set.

Read aloud the following:

The fire eventually subsides inside the citadel; Caphet's reign is over.

As you and your fellow adventurers stare at the dissipating smoke, a shattering sound echoes across the quarry as the walls of the Onyx Citadel collapse inward. The slate stone crumbles, and a supernatural glow forces you to cover your eyes until it finally fades away. As a gust of wind pushes the dust cloud that has formed west and out of the oasis, a dark figure emerges from the rubble of the citadel.

The figure moving in your direction wears a mix of green and black cloth beneath the most polished chain armor you've ever encountered. As the figure nears, you see a young human male stop a short distance away. He raises a hand in greeting and smiles.

"I have been instructed to bring you greetings. My master, Set the Eternal, desires that you leave the Crimson Reed Oasis, but not before you take a well-deserved rest. You will be granted protection until the next sunset. No creature will bring harm to you in this domain. This is Set's command.

You are also granted this scroll. When you are ready, open it and read its words. Read them aloud so all in your presence will hear. When the words are completed, the scroll will vanish. This is Set's command."

The figure places a scroll at his feet and turns and walks back into the ruins of the citadel.

If the characters pick up the scroll, provide them with **Player Handout 19** (see Appendix E).

CHAPTER FIVE

THE SUNKEN TEMPLE OF SET

A DARK TOWER ADVENTURE BY CHRIS DOYLE

DUNGEON CRAWL CLASSICS CONVERSION: BOB BRINKMAN

Playtesters: Jim Cox, Jason Daniel, Rick Hull, Chase Reinhart, “Big” Troy Tucker.

THE SUNKEN TEMPLE OF SET

The Sunken Temple of Set was converted for use with DCC RPG and is meant for a group of four to six established PCs of 3rd-4th-level. The adventure occurs in a barren, rocky, mountainous region bordering a sandy waste and has a distinctive Egyptian theme. This adventure can be used as a side adventure for a *Dark Tower* campaign. If used as such, the adventure location is a box canyon in the Redmoon Pass to the east of the Village of Mitra’s Fist. The adventure is also easy to place in the judge’s own campaign. If the deity Set does not occur in the judge’s campaign, they can substitute a similar evil serpentine deity.

BACKGROUND

In a concerted effort to spread discord and evil among the mortal races, the god Set sired many bastard offspring via its dalliances among them. The result was a jumble of divine and mortal traits, but all of his children were hideous snake, reptilian, and humanoid crossbreeds. Each was a unique, twisted fiend, as Set steeped his creations in chaotic sorcery. These he called his sons (although the sons may assume female form, they are still referred to as Sons of Set and he/him), and they were spread far and wide to disseminate their vile plots.

He had many sons, but only the four most powerful were his Chosen Sons. The rest, and most numerous, are called his Lesser Sons. All the Sons of Set share a spark of immortality. A Lesser Son always fights to the death, hoping to gain Set’s favor, for if it’s destroyed it reforms in 1-2 years. The Chosen Sons are more practical and often surround themselves with minions, preferring to eschew direct conflict. A slain Chosen Son of Set returns as a Lesser Son, and the most powerful and worthy Lesser Son ascends to the title of Chosen Son. This often results in the Lesser Sons taking matters into their own scaly appendages. Should a Lesser Son slay a Chosen Son, Set would have no choice but to elevate it to its rightful position as a Chosen Son. But failure curses a Lesser Son to 100 years of service to its brother.

A year ago, an ambitious Lesser Son named Makura desired to challenge Manahath, a Chosen Son of Set rumored to reside in the nearby Dark Tower of Set. But Makura never got the chance to challenge the Chosen Son. Set himself placed this Chosen Son as guardian and ally to a powerful Lich. Makura’s undoing was a feigned alliance with another Lesser Son named Konah the Dissenter. Konah betrayed his brother with an arcane onslaught and sent him back to the Lower Planes to seethe in his failure.

But Makura’s tale doesn’t end there, as Set himself was intrigued by the brash powerplay. Following a year of banishment, when Makura was granted the right to walk again among the mortals, he awoke in a ruined temple not too far from the Dark Tower. The temple was dedicated to Sobek, the lesser crocodile god of destiny. Makura, with three crocodilian heads, took this as a favored sign from Set, and set about rededicating this temple to his god, Set. Soon after, a werecrocodile high priest of Sobek arrived at the temple at the behest of his deity, but quickly pledged its service to the powerful Lesser Son. This dedication is but a ruse, as the priest has his own agenda, which includes reclaiming the ruined temple in the name of his god. Rynchus bides his time and plots to overthrow Makura.

ADVENTURE HOOKS

The werecrocodile priest Rynchus is trying to lure heroes to the sunken temple to confront his new “master”. How the characters learn about the sunken temple is up to the judge, but here are a few suggestions:

- The characters begin as captives to a pair of **soben** (see area 1). The party is told they are being taken to be fed to the temple’s master. The soben are hopeful for a reward. Either the characters can escape en route (maybe they run amok of Soukhos in area 2 during the boat ride), or they could arrive at the temple still prisoners. In either case, the judge can develop a way for them to escape or allow them an audience with Rynchus to bargain for their freedom.

- Old Cornelius, a senile and befuddled priest of Mitra (see area V-1 in *Dark Tower*) has seen a clouded vision from his god. The vision reveals a partially sunken temple in a lake at the bottom of a box canyon with steep cliffs. The evil of Set holds sway over this ruined temple, and perhaps it is a clue to the mystery of the Village of Mitra's Fist. He beckons the party to investigate the temple with all haste and grants a worthy character a boon as encouragement. If the judge has *Dark Tower*, this is *Mitra's favor*. Otherwise, it's a scroll of *blessing* (as per spell check result of 20).
- Rynchus, through intermediary followers of the god Sobek, contacts the characters and offers a reward of gems if they investigate a ruined temple in the wilderness to the east of Mitra's Fist. He claims it was abandoned, but now it seems brigands or humanoids are using the haunted place as a base of operations. He hints the hallowed halls might still contain riches and divine magic from a bygone age.
- The characters learn that a lost *Mitraic relic*, *Mitra's bulwark*, is possibly hidden in a nearby ruined temple. The characters are encouraged by their benefactor to recover the relic for the purposes of reuniting it with other *Mitraic relics* in the fight against Set.

BEGINNING THE ADVENTURE

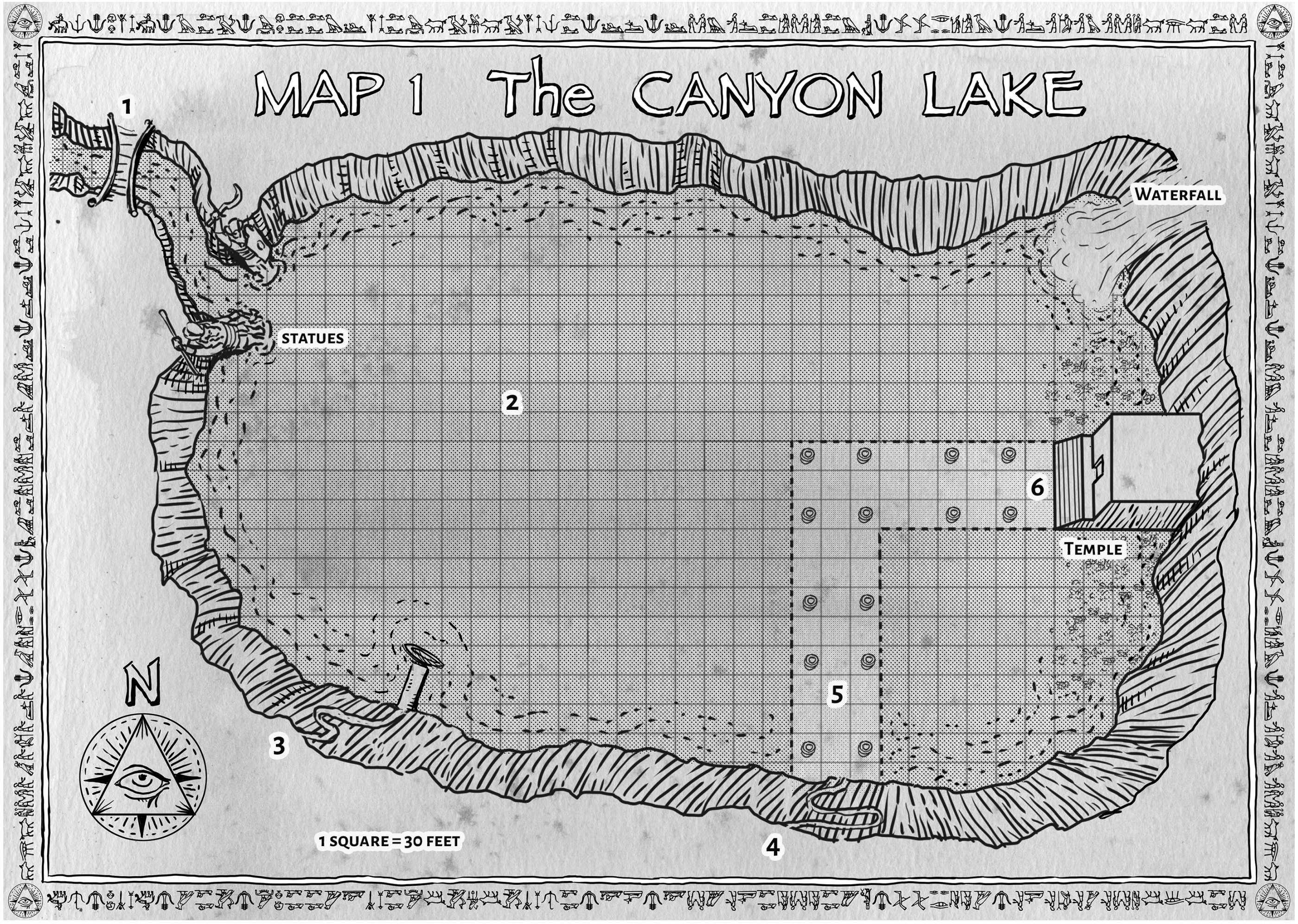
PART 1: THE CANYON LAKE

The sunken temple of Set is located in a flooded box canyon at the foot of Mount Bone-head about 1.5 miles southeast of the Village of Mitra's Fist. Since the river that exits the box canyon swiftly flows to the west through a ravine, it is easiest to approach from the higher elevation. This puts the characters at the west end of the box canyon looking down at the temple, partially submerged in a lake. Consult **Map 1** for an overview of this locale.

Makura was recently reincarnated by Set, and now resides in the sunken temple, biding his time to strike back at his enemies. The powerful spawn of a god has not yet established a strong grip on the region but, that said, PCs may notice worrisome signs as they get within half a mile of the sunken temple. A profusion of mundane snakes and lizards gather near the canyon and may appear in the PC's packs. Dark clouds and a cold wind create a sense of foreboding. The occasional influx of chaotic eldritch magic sours waterskins, bruises desert plants, and creates the sound of a serpent's hiss on the wind. None of these effects impact combat, but they serve to unnerve the players and provide atmosphere.

Area 1 — The Rope Bridge: *Travel through the broken rocky terrain has been slow at best as you meander along the top of a steep-sided ravine. Below, the bottom is occupied by the churning rapids of a swift moving river cutting through the barren landscape. A worn rope bridge spans the ravine at a narrow location. It appears sturdy as it sways in the cold breeze.*

The denizens of the Sunken Temple installed this rope bridge to provide easier access to the paths that lead down into the box canyon (areas 3 and 4). Recently, Rynchus added guards to the bridge. These flunkies are under orders to prevent anyone from crossing, but really, Rynchus is punishing them for insubordination and displaying too much respect for Makura. Rynchus would like nothing more than these two brutes falling to the blades of the



MAP 1 The CANYON LAKE

characters while at the same time giving the false impression this route is well guarded.

The bridge is composed of standard hemp rope intertwined to improve strength and resilience. Wooden planks form the bridge base, spaced 1′ apart. The bridge is 75′ long, securely tied to massive rocky outcrops. It would take 1 turn to untie the massive, knotted rope at one end. Although it sways in the wind, crossing is simple for characters who cross at half movement. Characters who cross at regular speed must succeed on a DC 10 Agility check or trip and fall prone. The bridge can easily support 1,500 pounds of weight.

The bridge can be destroyed with weapon blows. A typical plank has AC 14 and 5 hit points. If the PCs attempt to cut the ropes of the bridge, they have AC 12 and 15 hit points. Severing one of the ropes causes the bridge to suddenly shift and tilt at a sharp angle. All creatures on the bridge must make a successful DC 13 Reflex save or fall off the bridge. If a second rope is severed, the bridge collapses. Targets on a collapsing bridge that make a successful DC 13 Strength check to hold onto the bridge as it slams into one of the ravine walls, inflicting 3d6 damage.

The ravine is approximately 120′ deep with a raging river. Falling into the ravine causes 8d6 damage as the water somewhat cushions the fall but, at the end of each of their initiative counts, the target is swept 1d6 x 10′ downstream, taking an additional 1d6 damage for each 10′ of movement.

During the daylight hours, the bridge is guarded by a pair of **soben,** stationed on the northern side. These 10′ tall bulky lizardfolk-like humanoids have thick scaled hides and crocodilian heads. Each hefts a massive khopesh, carries a longbow slung over its back, and has a sword-like blade affixed to its crocodilian tail.

The soben address the characters in sibilant, halting Common, blocking passage across the bridge. They demand a toll of at least 50 gp to pass but can be bargained down to 25 gp with a successful DC 12 Personality check. They do not respond to attempts at persuasion, only dominance and threats. If the characters refuse, it comes to blows, but the soben flee (not across the bridge, however) if reduced to half hit points. Once one flees, the other follows suit.

The soben carry no treasure. One of them carries a bloody leather sack holding two haunches of camel meat—not just for snacking, this meat is used to appease the beast in area

2 when they use the boat to return to the temple. They are armed with longbows to take down other prey to replenish their supply of fresh meat.

The soben are not trustworthy. If the characters pay the toll, they wait until targets are halfway across before they attack the ropes of the bridge with khopesh blows. If the soben flee from combat, they don't travel far, seeking to double back and sabotage the bridge while the characters cross.

Soben (2): Init +0; Atk khopesh +7 melee (2d8+4 plus disarm on critical hit), bite +7 melee (2d6+4), slam +7 melee (1d6+4), tail blade +7 melee (1d8+4 plus prone (DC 10 Reflex save negates prone)), or longbow +3 missile fire (1d6); AC 22 (half-plate); HD 5d10+10; hp 40, 35; MV 20'; Act 2d24; SP infravision 60', terrifying charge, immune to poison; SV Fort +4, Ref +0, Will +2; AL C; Crit III/d10.

Terrifying charge: An attacking soben may charge, giving a fearful bellow as it rushes forward (at least 10') toward a target with its slam attack. In addition to the normal effects of a charge (+2 to hit, -2 to AC), the target must make a DC 15 Will save or lose their next action as they are frozen in fear. A successful attack of this sort deals an additional 1d8 damage and drives the target back 10'.

This lizard-like humanoid is massive, with dark gray scales and a hunched back. The creature sports bulging muscles and lumbers forward on two thick legs, its heavy tail dragging behind. Its head resembles that of a crocodile.

Area 2 — The Sacred Lake: When the characters get a good look at the box canyon from above, read the following:

Standing at the edge overlooking a box canyon is a majestic site. The bottom of the box canyon holds a turbid lake, which drains through a ravine along the west side. The river and ravine are flanked by massive statues of crocodile-headed humanoids that nearly reach the top of the cliff-face. At the east end of the canyon, which stretches for hundreds of feet, a partially submerged stone temple is set into the wall of the cliff. Dense beds of flowering lotus bobbing at the water's surface flank the temple. To its north, a massive waterfall tumbles into the canyon from hundreds of feet above, agitating the lake and throwing mist into the air.

Along the southern edge of the canyon wall where the ridge is lowest, you spy a wooden dock that juts into the lake. Tied to the end of the dock is a reed boat.

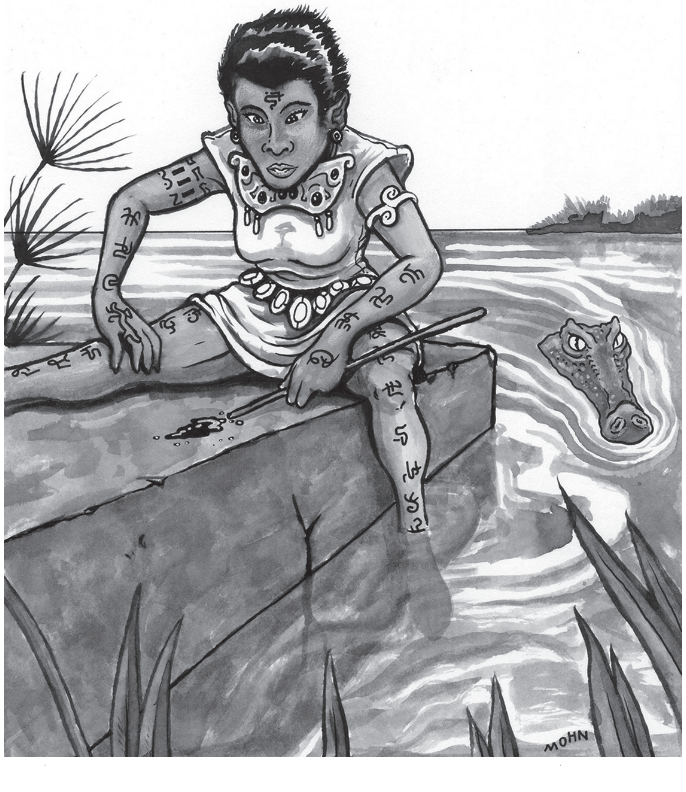
The lake extends to the cliff-like edges of the box canyon. The lake is fed by a towering waterfall, which disturbs the bottom, creating muddy water, especially at the eastern end of the lake. The outlet is a ravine on the northwest side of the box canyon. The water depth slopes from 10' at the edges to a maximum depth of 20' (except for the Avenue of the Faithful—see area 5) along the north side.

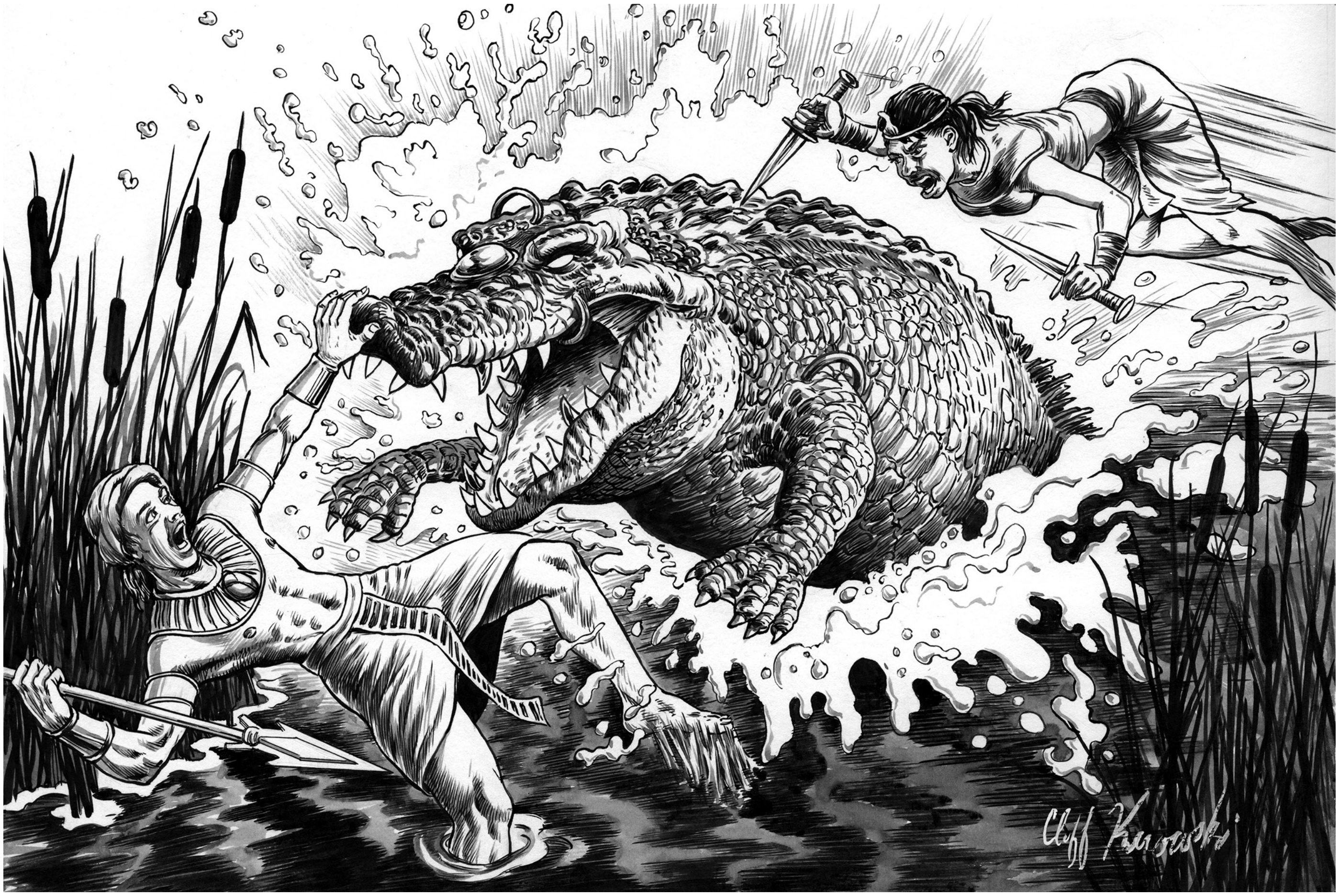
Swimming in the mostly placid lake is perfectly safe, unless the swimmer approaches within 100' of the waterfalls. Doing so requires a DC 12 Strength check; failure indicates the swimmer is forced under and pushed 20' away from the falls.

A pair of 100' tall statues are carved into the cliff face flanking the river outlet. Each depicts a muscled male human wearing scale mail, but with a crocodile head. The statue to the left has a priestly aspect and wears ceremonial robes with a tall headdress. It proudly presents a staff aloft in an outstretched arm while holding a mace-axe in its off-hand. The other, clearly a soldier, has a smaller headdress, brandishes a khopesh up high, and braces a shield in the other hand. The craftsmanship of each of these is exquisite, although somewhat worn from erosion and the exposure to the elements.

The lake is inhabited by a giant crocodile sacred to the Sobek faith. **Soukhos** is a 20' long crocodile that indiscriminately attacks those attempting to cross the lake to the temple—that is, unless an offering of fresh meat (at least 10 lbs.) is presented or the "faithful" walk along the avenue between the pillars (see area 5). Soukhos spends most of its time during the day floating among the lotus beds at the east end of the lake. At night it pulls its massive bulk out of the water and rests on a few rocks along the northern shore of the lake.

Soukhos attacks swimmers using the turbidity of the water to gain a surprise attack. It also targets the reed boats (or any other floating structures) unless an offering of food is made. It can spend an action trying to capsize the boat, with a 35% chance of success. Any targets in the boat





caught unaware of Soukhos' capsize attempt must succeed on a DC 10 Reflex save or be tossed from the boat. If it fails to capsize the boat, it attacks the hull with its bite and tail slap, sinking the vessel once it's reduced to 0 hit points (see area 3).

When the characters arrive at the lake, there is a 50% chance that Rynchus (see area 11) in crocodile form is lazily floating on the surface of the lake among the lotus pads to the north of the temple. He can be spotted with a DC 18 Intelligence check before he submerges. Most likely, he is the one who attracted the characters to the temple in the first place. Assuming they are in the reed boat or walking along the Avenue of the Faithful, when they get within 300′ of the temple, he changes into his hybrid shape and prays to Sobek to grant him control over the water. He commands the water to create a series of 20′ waves (one per round) to crash into the characters or boat. If they are in the boat, there is a 25% chance per wave of it capsizing. If they stand on the Avenue of the Faithful, a character must make a successful DC 13 Reflex save or be swept off the avenue and into deeper water where they become a viable target for Soukhos' wrath. Rynchus secretly attacks with the waves for 2-3 rounds, or until he is reduced to half hit points, before retreating.

Soukhos (crocodile, sacred): Init +0/+4 (in water); Atk bite +10 melee (3d6+12 plus grapple) and tail +12 melee (3d10+12 plus prone (DC 15 Reflex save negates)); AC 18; HD 14d8; hp 63; MV 30′, swim 60′; Act 2d24; SP blessed ornamentation (+1d bonus to saving throws against spells), death roll, camouflage (+10 to hide checks in water); SV Fort +12, Ref +0/+3 (in water), Will +6; AL N; Crit 22-24 DR/d10.

Blessed ornamentation: The crocodile's head is inset with an emerald (worth 250 gp) and three gold teeth (each worth 25 gp), and its body is pierced with three gold rings (worth 75 gp each). These items are specifically blessed and provide the crocodile a +1d bonus when rolling saving throws against spells.

Death roll: If the crocodile is grappling a target, on subsequent rounds it may perform a violent death roll. The grappled target suffers 2d10+12 damage and is stunned, losing their next action and falling to the bottom of the initiative count for the remainder of the battle (DC 15 Fort save negates stun).

Area 3 — The Obvious Way Down: If the PCs walk along the southern ridge of the canyon, they come across an obvious trail winding its way to the lake's edge and a crude dock. A successful DC 12 Intelligence skill check reveals a few sets of humanoid footprints that continue past this route and proceed toward area 4.

The rocky trail is steep and meanders down to the water's edge. Despite a few slips and stumbles, soon you are at the lake's edge. Before you is a crude wooden dock, cobbled together with mismatched boards and secured with hemp rope. Securely tied to the end of the dock is a reed skiff.

Despite appearances, the dock is secure and durable. It juts out into the lake about 12′, and the water's depth quickly drops off. A successful Luck check while examining the wooden structure reveals dried blood splotches on the planks.

The reed skiff is about 15′ long and can fit 6 people comfortably (eight maximum). There is a 20′ long pole-paddle inside that can be used to pilot the craft. The skiff has AC 11 and 60 hit points.

Soukhos, the sacred guardian (see area 2), attacks the skiff unless an offering of fresh meat is dropped into the water soon after departing the dock.

Area 4 — The Hidden Path: If the southern ridge line is searched past the obvious trail (area 3), this concealed path can be located with a successful DC 13 Intelligence check (elves gain a +4 bonus to this roll). If the tracks in area 3 were discovered, this check is made with a +1d bonus. If discovered, read the following:

After careful examination, it appears there is a route down the slope here. It picks its way through a maze of boulders and rocky outcroppings, but it seems safe. In a few minutes, you are at the edge of the lake. The water doesn't seem as deep here.

This hidden route leads to the Avenue of the Faithful (area 5). While trekking down the slope here, a successful DC 12 Intelligence check reveals the tip of a stone column or pedestal just below the surface of the water, and then another, as indicated on **Map 1**.

Area 5 – The Avenue of the Faithful: Hidden beneath the surface of the lake is an elevated fitted stone platform that leads out into the open water and then takes a 90 degree turn toward the temple steps. The "avenue" is just under 100′ wide and the water here is only 4′ deep. Walking along the avenue reduces movement by half for humans and elves, and to 5′ for smaller PCs such as dwarves and halflings.

The avenue is demarcated by a series of 3′ high pedestals now 1′ beneath the surface of the water. Affixed to the top of these stone columns are enchanted bronze braziers. If one is touched with a holy symbol dedicated to Sobek, the braziers ignite (even underwater), for a duration of 8 hours.

Flanking the temple are dense beds of floating lotus full of vibrant purple flowers. Soukhos, the sacred guardian in area 2, will not attack anyone "walking" along the avenue, but will immediately attack any who are washed off of the path through the prayers of Rynchus.

PART 2: THE SUNKEN TEMPLE OF SET

The temple was constructed when the box canyon was dry. Then, with divine aid, a high priest altered the course of a nearby river, rerouting it to spill into the canyon. Now, the temple is partially submerged and contains a fully flooded crypt.

The sunken temple was once dedicated to Sobek, the crocodile god of fertility and flowing water (such as mighty rivers). But now, with the arrival of Makura the temple has been rededicated to Set—although this doesn't sit well with his ally, the priest Rynchus.

The sunken temple is depicted on **Map 2**.

GENERAL FEATURES

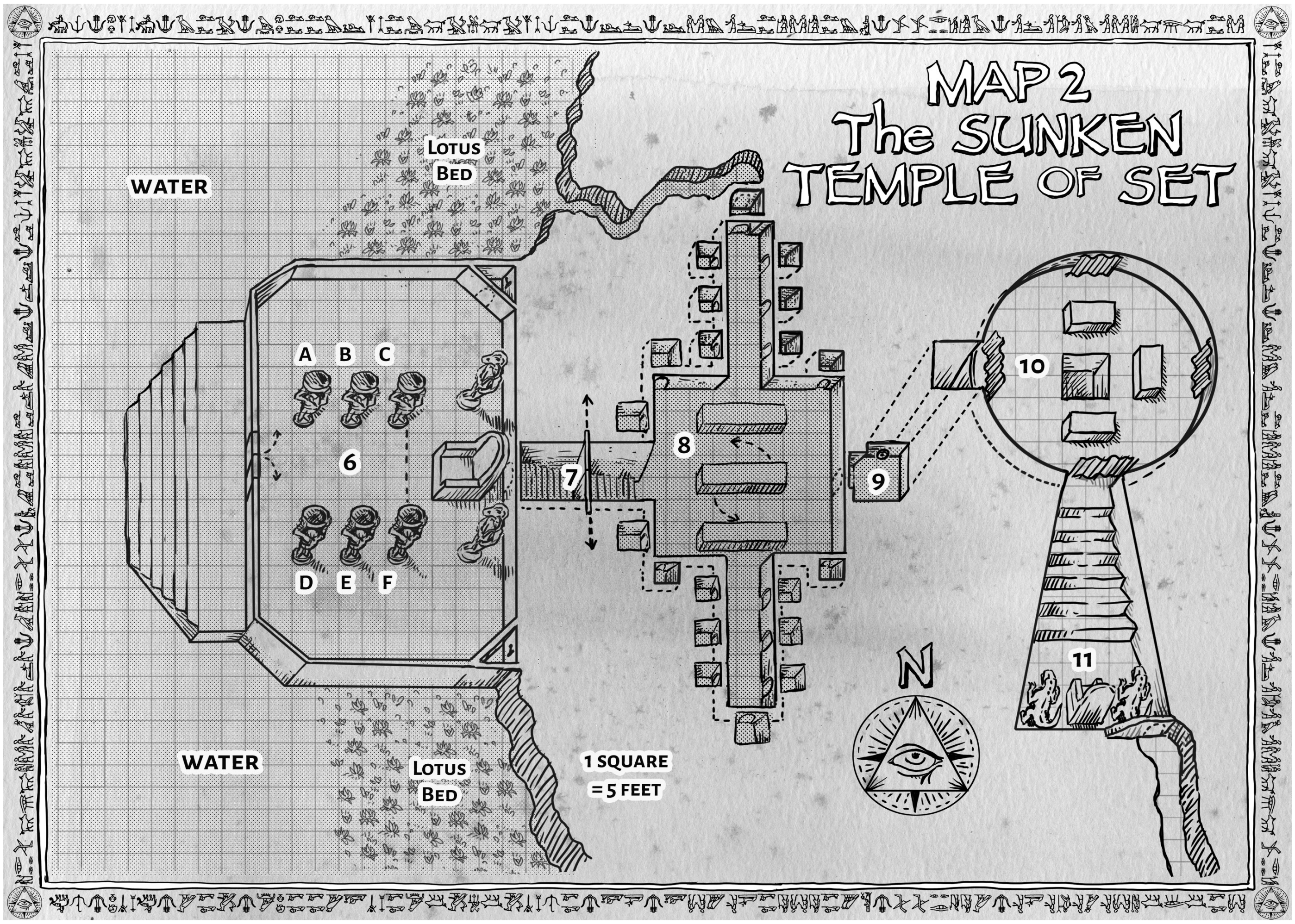
Corridors are 10′ high, unless otherwise noted. Individual room ceilings vary by description. The walls are of finished stone, requiring a successful DC 15 Climb Sheer Surfaces check to climb. Unless noted in the area description, there is no illumination.

FLOODING

Six stone steps are submerged in the lake, leading to a stone stage in front of the doors. The stage is covered with about 1′ of water. Area 6 is covered with 1′ of water. Areas 7 and 8 are completely underwater. The shaft at area 9 is partially underwater (30′), while areas 10 and 11 are dry.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.



WANDERING MONSTERS

There are no wandering monsters in the temple, but two **soben** (see area 1) are currently out hunting. If the PCs are noticed, Rynchus summons the pair and sends them to evict the interlopers.

Area 6 — The Temple of Set: *Carved on the exterior of these two massive stone portals are a pair of crocodile-headed humanoids standing in the rapids of a river, joining hands under a blazing sun. Water from the lake laps up against the base of the door.*

The massive stone doors blocking entry to area 6 are unlocked but magically trapped. If the door is opened without pressing Sobek's holy symbol onto the center of the left door, a force wall appears in area 6 (indicated by the dashed line between the last two pillars). The wall is 20′ high and lasts for 1 turn. The trap can be detected via the slight wear in the stone with a DC 18 Find Trap check, or by means of magical detection.

It requires a successful DC 10 Strength check to open the doors. When opened, read the following:

When pulled open, the doors reveal an expansive chamber of worship about 80′ wide and 50′ deep. The floor is covered by 1′ of murky water. The walls are painted with pictographs of crocodiles savagely attacking farmers, commoners and sailors. The beasts graphically tear apart swimmers, capsize reed boats, and burst from the shallows to surprise those on the banks.

Three sets of stone pillars, each engraved with different crocodile-hybrid beasts, reach to the ceiling 30′ overhead. At the far end of the room is a giant-sized stone throne, 10′ wide and double the height. Its back is carved into a water plume. Flanking the throne are a pair of statues that nearly reach the ceiling. Each depicts a powerful human figure with a crocodile head. Both are adorned with ornate stone breastplates, wear a ceremonial headpiece, and hold a crescent-shaped khopesh aloft.

This massive chamber was the central worship area to Sobek in the temple's heyday. It features a stone throne that the clergy could use to address the congregation magically while not actually in the chamber. The floor is covered with about 1′ of cloudy water, but there is nothing concealed beneath it.

Six carved stone pillars lead to the throne. Due to the carved design, these are easy to climb, requiring only a successful

THE MITRAIC RELICS

Mitraic relics are powerful unique magic items, important to the faith of Mitra. Each relic bears the symbol or design of a majestic lion. Although not powerful on their own, if combined with other *Mitraic relics*, the true potential of these magic items is revealed.

MITRA'S BULWARK

Mitra's bulwark is an oval tower shield of golden metal adorned with a bas relief roaring lion's head on its outer surface.

***Mitra's bulwark* (*holy relic*):** INT 15; AL L; Special Purpose: to champion the faith of Mitra; Special Powers: guardian spirit, *magic shield* (1/day, as per spell check result of 20).

Guardian spirit: Joined with this ring is the spirit of a Lion of Mitra (see the **Lions of Mitra**) named Sir Harrington, Shield of the Faithful and Defender of the Temple. He is kindhearted and prone to acting selflessly in order to defend those around him. He was a Mitraic Knight who burned to death, sacrificing himself while using his *lay on hands* ability on a comrade who had been set ablaze and was at death's door. So strong is his faith that he is immune to fear.

Magic shield: 1/day, as per spell check result of 20. For each additional *Mitraic relic* borne by the user of the shield, *Mitra's bulwark* gains an additional daily use of its *magic shield* power.

Sir Harrington (Lion of Mitra): Init +2; Atk +*2 longsword* +10 melee (1d8+5, +1d8 damage against a follower of Set); AC 23; HD 8d12+30; hp 85; MV 20'; Act 2d20; SP infravision 100', cleric abilities ((+11 spell check): *lay on hands, turn unholy*), divine bolt (1/day), telepathy, holy aura, transience, immune to fear, disease, *charm*, *scare*, *sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells (1st) *bless, darkness, word of command;* (2nd) *divine symbol, neutralize poison or disease, restore vitality;* (3rd) *remove curse*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

Divine bolt: Sir Harrington can conjure a magical bolt of energy 5' wide and 120' long. Each chaotic creature in the line suffers 4d6 damage (DC 13 Reflex save for half damage).

Holy aura: So long as Sir Harrington is conscious, allies within 10' are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

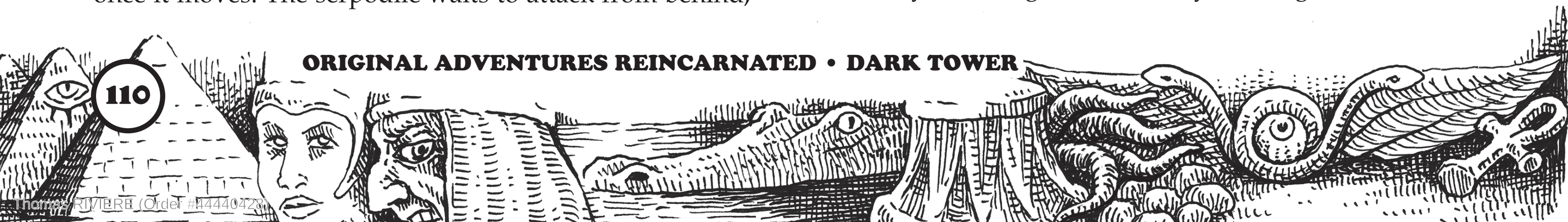
Transience: Sir Harrington loses 5 hit points at the end of each round, disapparating upon reaching 0 hit points – along with all of his equipment. Note: magical healing doesn't affect a Lion of Mitra.

DC 8 Climb Sheer Surfaces check. Each is attached to the ceiling, and thus can't be toppled. Each features a crocodile-hybrid creature as part of the design. These include (letters refer to the map) the following:

A. Snakes and serpents
B. Humans
C. Hippopotamus
D. Camels
E. Jackals
F. Water buffalos

Clinging to the upper 10' of pillar A is a **serpodile**, a crocodile-headed serpent-like monstrosity. A "gift" from Set to Makura, the creature has folded its legs along its sides and its natural coloration blends in well with the pillar. The serpodile can only be recognized as a living creature once it moves. The serpodile waits to attack from behind, hopefully after some characters move to the other side of the force wall and get split up. It starts its surprise attack with its lightning breath. The next round it attacks with its bite, using its long neck to avoid melee while perched on the pillar. The creature fights to the death, charged with guarding this sacred chamber.

The throne is smooth stone and features exquisite craftsmanship with water motifs throughout and set with five symmetrical aquamarine gemstones. It radiates magic. This throne is one of a set of enchanted devices with its counterpart being a similar throne in area 11. While a living creature sits on the throne in area 11, it can project their image to appear sitting on the throne in this chamber (1/day). The speaker on this end appears enlarged (to fit the oversized throne) and glows with either a brilliant radiance or a sinister shadowy pall (speaker's choice). The user can speak (enhanced in a booming voice), gesture, and behave in other ways, although is limited by needing to remain



seated. In this way, a high priest in area 11 could address a congregation or its minions in a deific manner.

The effect lasts for up to a day, assuming the person in area 11 remains seated. The sitter can also cast one spell into the room via the image, but this ends the connection between the thrones.

The aquamarine gemstones are difficult to remove, requiring a crowbar (or similar tool) and a successful DC 13 Disable Trap check. Failure indicates the gemstone is ruined. The first such gemstone removed in this fashion releases a burst of magical energy. All creatures within 15′ of the throne suffer 3d7 damage (DC 13 Will save for half damage). Each intact gemstone is worth 75 gp. Regardless, removing a gemstone breaks the enchantment placed upon the throne.

Each of the statues represent Sobek. Climbing a statue requires a successful DC 8 Climb Sheer Surfaces check. Each statue sports hollowed eyes. These once held valuable emeralds, now removed by Makura as each visage has been defaced with a sharp object. Each statue's arm that is held high can be swiveled at the elbow, bringing the khopesh perpendicular to its chest. Moving both of these arms (causing the moons to "descend") is required to open the secret door behind the throne.

At the base of each statue is the following passage (one line per base) concealed in the scrollwork. It requires a successful DC 14 Intelligence check (elves gain a +4 bonus on this roll) to notice them.

> *Only when both moons descend,*
> *will the stone door ascend.*

There is a 10′ wide stone slab blocking the exit of this chamber (to area 7). This secret door can be detected with a successful DC 14 Intelligence check (elves gain a +4 bonus on this roll), but the slab weighs nearly a ton and can't be simply "opened". If both statue arms are rotated to their perpendicular position (both moons shift), the slab slowly opens. Its stone remains elevated until the lever in area 8 is pulled down.

In the northeast and southeast corners of the room are hidden chambers. The secret doors concealing these chambers require a successful DC 16 Intelligence check to detect (elves gain a +4 bonus on this roll). Each chamber is a nondescript triangular room with two items of note: a lever mounted on the east wall of each chamber and a closed stone chest. The stone chest to the north holds three bronze holy symbols (each worth 1 gp) dedicated to Sobek. The chest to the south holds a stash of four potions of *water breathing*. Both levers are in the upright position. If both are pulled down, a loud grinding sound can be heard from down below, but nothing else seems to occur. This actually disables the trap in area 7.

Shortly after the characters enter the hall (but before the serpodile attacks and hopefully before they discover the force wall), Rynchus uses the throne in his hybrid form to pose as Sobek. He threatens the characters and goads them, "You will never be able to defeat the master of this temple, one blessed by a god!" He commands the serpodile to attack and then mutters a prayer causing the chamber to begin to flood. The water level rises 5′/round (to a maximum of 20′), but then 6 rounds later, starts lowering at the same rate. This ends the projected image (Rynchus cannot do this if he did not have time to retreat to area 11 after being encountered outside the temple in area 2).

Serpodile (type III demon, Set): Init +4; Atk constrict +10 melee (1d8+6 plus constriction) or bite +10 melee (1d12+6, range 10); AC 20; HD 12d12; hp 80; MV 30′; Act 2d20; SP demon traits, breath weapon, constriction (automatic 1d8+6 per round to grappled target), swallow whole; SV Fort +6, Ref +3, Will +2; AL C; Crit 18-20 DN/d12.

Breath weapon (2/day): The serpodile exhales a bolt of lightning 20′ long by 5′ wide inflicting 20 damage (DC 18 Reflex save for half damage).

Constriction: If the serpodile hits with its constrict attack, it immediately grapples the target and wraps its coils around the victim. Each round thereafter, the serpodile constricts the same target for an automatic 1d6+8 damage.

Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned , infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Swallow whole: If the serpodile succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer damage but is now trapped in the serpodile's stomach, where it suffers 2d8 damage each round (half damage if immune to acid). A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 damage against AC 20.

Area 7 — The Way Down: *With the grinding sound of stone on stone, the huge slab raises up. A set of stairs descends into the murky depths of the water.*

This corridor descends 30′ into the sunken crypt and is completely underwater. The corridor is trapped (DC 15 Find Trap check to detect). Unless the two levers in the hidden chambers in area 6 are moved to the lower position, the corridor is blocked by a metal wall. If touched, the wall discharges an electric shock, which causes 2d10 damage to all in the submerged corridor (PCs clad in metal armor suffer an additional 1d10 damage) (DC 13 Fort save for

half damage). Once the trap is discharged, the walls can be pried open with a successful DC 14 Strength check to allow someone to pass through, but something needs to hold the doors open or else they slide shut.

If both levers in area 6 are in the lower position, the metal walls have receded into the sidewalls and the trap is disabled. Attempts at otherwise disabling the trap, without use of the levers, are left to the judge's discretion.

Area 8 — The Sunken Crypt: *The steps descend into a crypt-like 40′ square chamber with a 20′ high ceiling. The floor is set with flagstones. Three enormous stone sarcophagi dominate the chamber, each 20′ long and 5′ wide. Aisles to the north and south apparently lead to burial crypts. At the corners of the room, stone slabs seal additional crypts. The opposite wall is covered with hieroglyphics and pictographs of religious ceremonies. An obvious lever in the upright position is affixed to the right-hand wall just inside the entrance to the crypt.*

This entire chamber is underwater and once served as a crypt for the high priests and other worthy personages of the temple. If pulled down, the lever seals the secret door in area 6 and the metal doors in area 7. If pushed up, the door once again ascends.

The previous leaders of the temple left a few guardians.

There are six crypts in the main chamber and another seven crypts in each the north and south corridors. Each crypt is sealed with a slab of stone plastered in place. It requires a successful DC 13 Strength check to open one of these crypts. If 1 turn is spent chipping out the plaster, the check receives a +1d bonus. The contents of each crypt are random. Roll on the following table and if applicable any additional tables.

TABLE A – CRYPT CONTENTS

d6 Roll	Result
2	Treasure (roll on table B)
3-4	Mummified human body
5-7	Mummified human body and treasure (roll on Table B)
8-9	1d6 weapons (roll on Table C)
10-11	Empty
12	Mummified crocodile and treasure (roll on Table B with a +2 modifier)

TABLE B – TREASURE

d12 Roll	Treasure
1	1d4 x 100 bronze coins (worth 1/2 cp each)
2-4	1d4 weapons (roll on Table C)
5-6	1d4 x 100 gp
7	3d4 x 10 ep
8	Silver jeweled object (necklace, ring, bracer, anklet) worth 2d3 x 100 gp
9	Gem-studded object (weapon, coffer, statuette, idol) worth 3d5 x 100 gp
10	Gold jeweled object (statuette, necklace, ankh) worth 2d16 x 100 gp
11	Platinum-gem studded object (statuette, scepter, crown) worth 2d24 x 100 gp
12+	Roll twice on this table

TABLE C – WEAPONS (50% CHANCE RUINED)

d6 Roll	Weapon
1	Longbow with 1d16 arrows
2	1d5 javelins
3	Khopesh
4	Mace
5	Mace-axe
6	Roll twice on this table

The sealed crypt at the end of the north passage is always empty. Concealed on the back wall is a secret door that can be located with a successful DC 14 Intelligence check (elves gain a +4 bonus on this roll). It leads to a rough-hewn passage that turns west and then meanders about 80′, slowly climbing before exiting into the lake bottom below the lotus bed to the north of the temple. Rynchus is aware of this route and uses it to exit and enter the temple.

The three long sarcophagi are smooth, unadorned granite. The middle one is sealed with electrum. It takes 1 turn to break the seal (yielding 85 ep worth of metal). Inside is a silver shield, emblazoned with a rearing lion in gold, resting on a stack of 12 gold bars (each worth 100 gp). This is *Mitra's bulwark*, a *Mitraic relic* (see sidebar **The Mitraic Relics**). This sarcophagus is set on a pivoting base which can be discerned with a successful DC 14 Intelligence check (elves gain a +4 bonus on this roll). With relative ease, the entire sarcophagus can be rotated 90 degrees in a counter-clockwise direction.

The other two sarcophagi are unsealed. Each contains a **zombie crocodile**. They are aroused if the opposite wall is investigated or their sarcophagi are opened. The giant crocodile zombies take one action pushing the lid off and exiting the sarcophagi before moving to attack. The mindless un-dead fight until destroyed, but prominently displaying a holy symbol of Sobek wards off a direct attack.

The secret door on the east wall can be located with a successful DC 16 Intelligence check (elves gain a +4 bonus on this roll). Examining the pictograms on the wall with a successful DC 12 Intelligence check reveals the clue to opening the door nested above and below the arch of a pictogram of a letter "H" among the other hieroglyphics:

> *Three to one,*
> *to get it done.*

If the center sarcophagus is pivoted counterclockwise, it locks into place nearly adjoining the other two sarcophagi. This forms a letter "H", and unlocks the secret door, which lifts straight up, revealing area 9.

Zombie crocodile: Init -8/-4 (in water); Atk bite +8 melee (3d5+10) or tail +8 melee (3d8+10); AC 14; HD 8d8; hp 36; MV 20′, swim 40′; Act 1d24; SP un-dead traits; SV Fort +7, Ref -4/+0 (in water), Will -1; AL N; Crit U/d8.

Un-dead traits: Zombie crocodiles are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 9 — The Shaft: *The secret door effortlessly slides up, revealing a short 5′ passage, terminating in a 10′ plain square chamber. The worked walls are smooth and unadorned. Centered along the north wall is a bronze wheel.*

This chamber is a shaft that extends 250′ straight up. The water level is 30′ high; above that is dry. The walls are smooth, and it requires a successful DC 20 Climb Sheer Surfaces check to scale. The floor of this chamber is actually a platform that can be raised and lowered to provide access to area 10.

The large bronze wheel can be turned clockwise to raise the platform. This is a slow, laborious process that alerts any creatures in areas 10 and 11 of an impending arrival. Turning the wheel ascends the platform 10′ per round. A PC that operates the wheel must make three DC 12 Fort saves over the whole journey to area 10. If the character fails two or more of these saves, they suffer a -1 penalty to all attack, damage, and skill check rolls for 1d3 turns. If two or more PCs perform this task together, they each must make the Fort saves, but the difficulty is reduced to DC 8. Turning the wheel counterclockwise lowers the platform at double the rate and doesn't require saving throws.

Area 10 — The Chamber of the Exalted One: *The moving platform comes to a halt with a grinding protest of metal on stone. The air here is dry and warm. The back of a tapestry provides the only barrier to another room.*

Pulling the tapestry aside, you are greeted with soft illumination in a circular chamber. The ceiling is 30′ overhead and dome shaped, the light coming from a ring of lamps hanging high above. In the center of the room is a 10′ square open pit. Surrounding the pit on three sides are plain stone altars soaked with crimson stains. You are entering the chamber from the west, and positioned at the three other points of a compass are similar tapestries.

This hard-to-reach chamber is reserved for the exalted ones stationed at the temple. It's also reserved for private sacrificial rituals and bloodletting ceremonies. Recently, Makura has taken primary residence in this chamber, preferring to allow Rynchus to serve his every whim, such as bringing in the occasional sentient being for sacrifice and consumption. This setup serves Rynchus well as he plots behind his master's back. Ambient light is provided via six *enchanted lanterns* hanging above. If removed from the room, the enchantment upon the lanterns is broken.

There are four tapestries hanging about the room. Each has a base color of red with gold thread and are decorated with foul prayers, fables told via hieroglyphics, and pictograms of evil acts involving sacrifice on altars. Although each tapestry has a malevolent theme, each is worth 250 gp to a buyer with the right…appetites.

The threeshort altars are similar and all bear crimson stains. The east altar has a secret compartment that can be detected with a successful DC 20 Intelligence check (elves gain a +4 bonus on this roll). Inside are an array of torture implements and sacrificial daggers, all with carved ivory handles. The lot is 17 pieces and worth 600 gp. There is also a platinum bowl wrought as a coiled serpent (worth 200 gp).

The sacrificial pit is 15′ deep and stained with the blood of countless victims. At the bottom of the pit is Makura's accumulated wealth since settling in at the temple. It includes 1,300 sp, 666 gp, 20 pp, an ivory scroll tube shaped like a bone, set with onyx (worth 100 gp) holding a pair of magic scrolls (one is a scroll of *holy sanctuary* and the other is a scroll of s*erpent missile* (see Appendix D), a *+1 short sword,* and a teak coffer inlaid with silver (worth 175 gp) holding an assortment of gems. The collection of gemstones includes four pieces of jet (worth 25 gp each), six brown-green garnets (worth 25 gp each), a blue spinel (worth 125 gp), four large round emeralds (each worth 250 gp), a pale gray topaz (worth 500 gp) and a flawed black sapphire (worth 800 gp), and a mithril chain from which hangs the *shelter of the greenlands* (see Appendix D). The emeralds were extracted from the eye sockets of the statues in area 6 as Makura defaced them.

The covetous **Makura** spends most of his time wallowing in his meager hoard at the bottom of the sacrificial pit, plotting against the other Chosen Sons. Assuming the characters use the elevator in area 9, he is well aware of their arrival. He starts by summoning 1d6 **minions of Set**. The minions appear behind the other three tapestries and step out to engage the characters. They move into position to attempt to shove targets into the pit and then he pulls his massive bulk out of the pit and launches himself into battle.

DIVINE ASSISTANCE?

During the confrontation with Makura, Rynchus uses his *whispering band* to deliver the following whispered assistance to a character: *"The foul fiend's True Name is Makura! Utter it aloud with conviction to help lay him low!"*

MAKURA, LESSER SON OF SET

Although these fiends take many forms, Makura has the lower body of a thick serpent, the torso of a muscular human with two arms, and three snake-like necks, each ending in a crocodilian head that sports wicked curved horns and piercing yellow eyes.

Makura, Lesser Son of Set (type II demon, Set): Init +4; Atk mace-axe +8 melee (2d6+4), slam +8 melee (1d8+4), gore +8 melee (1d4+4), or petrifying bite +8 melee (1d7+4 plus constrict and petrification); AC 18; HD 6d12+12; hp 60; MV 30′; Act 6d20+1d14 (spells); Languages: Common, Demonic; SP Son of Set traits, demon traits, *fireball* (2/day), *lightning bolt* (2/day), regeneration (5/round, fire halts regeneration for 1 round), summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled), spellcasting (+2 spell check): Spells (1st) *serpent missile* (see Appendix D), *word of command*; (2nd) *snake charm*; SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Constriction: On a successful bite attack Makura immediately wraps his serpentine neck around the victim, grappling them. Each round thereafter, he constricts the same target for an automatic 1d6 points of damage.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Fireball (2/day): As an action, Makura can hurl a *fireball* at a target within 160′, doing 6d6 damage (DC 24 Reflex save for half damage).

Lightning bolt (2/day): As an action, Makura can hurl a *lightning bolt* at a target within 50′, doing 4d6 damage (DC 18 Reflex save for half damage).

Petrification: Any creature bitten by Makura must make two DC 13 Will saves. One failure results in paralyzation for 1 round. A second failure results in the victim being turned to stone.

Son of Set traits: *fireball* (2/day), *lightning bolt* (2/day), regeneration (5/round, fire halts regeneration for 1 round), magic resistance, true name.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

Minion of Set (type I demon, Set) (1d6): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28 each; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

This twisted fiendish humanoid has scales covering its serpentine face. It wears bronze plate armor and carries a shield emblazoned with a coiled cobra about to strike.

Makura did not suffer humiliation for the past year to be defeated by some upstart heroes. If reduced to 20 or fewer hit points, he ceases attacking and offers a truce. He claims he can restore any characters turned to stone (he can't) and offers a *Mitraic relic* in exchange for his life. Rynchus, aware of the confrontation from his throne in area 11 will have none of this. He casts *righteous fire* from his scroll centered on Makura, hopefully catching one or more characters in its area of effect. Since the Lesser Son doesn't have resistance to fire, and this negates his regeneration for one round, he likely dies in the divine conflagration.

Area 11 — The Audience Chamber: When the characters pull back this tapestry (even if still engaged with Makura) read the following:

Beyond the southern tapestry is another chamber, triangular in shape and sloping up toward the opposite end. Only 10′ wide at the entrance, the far end of the room is 25′ wide and 50′ higher than where you stand. A series of 5′ high steps lead to the opposite end of the chamber, and the walls are covered with pictographs and hieroglyphics depicting crocodile-headed humanoids enslaving a human population. At the far end of the room is a massive stone throne, similar in size and design as the one in the main temple below. Flanking the throne are statues of crocodiles, heads thrown back, toothy maws agape.

Sitting on the oversized perch is a hybrid humanoid; a cross between a crocodile and a human. He wears a crimson cloak with black edges and a wooden rod rests on his lap.

This is an audience chamber used by the high priest to engage with his close attendants in person, but also engage with his faithful in area 6 via the throne. The ceiling slants upward as the elevation of the room increases to the south, maintaining a 20′ high reach. The hieroglyphics are fanciful decorations with prayers to Sobek, portents to when "the great one will walk among the mortals", and various diatribes against agents of good. Six 5′ high stone steps lead to the opposite end of the room.

The throne is smooth stone set with five symmetrical aquamarine gemstones and features exquisite craftsmanship with water motifs throughout. It radiates magic. This throne is one of a pair of enchanted devices, with its counterpart being a similar throne in area 6. While a living creature sits on the throne here, it can project their image to appear sitting in the throne in area 6 among a wash of deific enhancements. See the description in that area.

Rynchus, a **werecrocodile high priest**, sits on his throne, a master of none. He commands the characters to stop on the first or second step while he addresses them. He thanks them for defeating the "abomination and self-appointed ruler of this holy sanctuary". For their troubles, he grants them the treasure in area 10, and encourages them to depart this sacred place in haste or face the wrath of Sobek himself. He is haughty, proud, and overconfident. He enjoys mocking the characters and their pathetic abilities.

If the characters attack, Rynchus reveals a scroll under his cloak and casts *whirling doom*. He then uses *spiritual weapon* (macana), *bolt from the blue*, *lotus stare*, or *curse* (preferring to inflict blindness or deafness) on suitable targets. If a target moves into melee range, he uses *cause harm* or strikes with the *rod of Sobek*. Once most of the characters are through the barrier, he utters a prayer and orders the two **living statues** to attack or casts *vermin blight* as conditions warrant. If reduced to 20 or fewer hit points, he uses the *cape of the river* to teleport outside the secret corridor and flees the temple.

Secret Passage. In the southeast corner of the room is a secret door that can be located with a successful DC 17 Intelligence check (elves gain a +4 bonus to this roll). The door can only be opened if the crocodile statue in front of it is turned clockwise a one-quarter turn. The swiveling nature of the statue base can be discovered with a successful DC 15 Intelligence check or simply with trial and error.

Beyond is a 5′ wide passage that winds around while sloping up. After nearly 500′, it finally terminates at a boulder covering the exit onto the plateau above the canyon. It requires a successful DC 22 Strength check to move the boulder enough to squeeze by. Rynchus uses the *cape of the river* to bypass the boulder if he uses this route to escape.

SOBEK INTERVENES

Rynchus is a 7th-level cleric, and he can spend an action to seek *divine aid* from Sobek. A suitable effect would be that of an earthquake centered in this chamber with a radius enough to divert the river nearby to start flooding the upper chambers while collapsing the temple. Rynchus then makes his escape with the *cape of the river*. Such an attempt requires a DC 25+ *divine aid* check.

RYNCHUS, WERECROCODILE HIGH PRIEST

Rynchus (werecrocodile cleric of Sobek, human form): Init +0; Atk macan +6 melee (1d8+1), *rod of Sobek* +7 melee (2d6+2 or 2d6+2 plus grapple), or by weapon; AC 17 (half-plate); HD 7d8+7; hp 48; MV 30′; Act 1d20+1d16; SP cleric abilities ((+7 spell check): *cause harm*, *divine aid, lay on hands, turn unholy*), werecreature traits, *cape of the river* (see Appendix D), holy symbol (Sobek), *rod of Sobek* (see Appendix D), *whispering band* (see Appendix D), scroll of *righteous fire* (7d10+2, DC 26 Ref save for half damage; any creature slain by the fire is completely incinerated, leaving no remains and likely no possibility of revivification, range 20′ cubic area), scroll of *whirling doom,* spellcasting (+7 spell check): Spells (1st) *blessing, darkness, detect magic, holy sanctuary, paralysis, protection from evil, word of command*; (2nd) *banish, binding, curse, divine symbol, lotus stare, restore vitality*; (3rd) *animate dead, bolt from the blue, spiritual weapon, true name* (4th) *vermin blight*; SV Fort +4, Ref +2, Will +6; AL C; Crit III/d14.

Cause harm: A cleric of Sobek may inflict damage in similar fashion to that of *lay on hands*.

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Trigger (anger): A werecrocodile in human form transforms into their animal form when they become angered. Only when the source of their anger is absent or resolved may the werecrocodile change back.

Rynchus (werecrocodile cleric of Sobek, hybrid form): Init +0; Atk bite +8 melee (2d6+3 plus crushing bite and lycanthropy (see Appendix B) (DC 12 Fort save negates lycanthropy)), macan +8 melee (1d8+3), *rod of Sobek* +9 melee (2d6+4 or 2d6+4 plus grapple), or by weapon; AC 17 (half-plate); HD 7d8+7; hp 58; MV 30′, swim 30′; Act 1d20+1d16; SP cleric abilities ((+7 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), werecreature traits, *cape of the river* (see Appendix D), holy symbol (Sobek), *rod of Sobek* (see Appendix D), *whispering band* (see Appendix D), scroll of *righteous fire* (7d10+2, DC 26 Ref save for half damage; any creature slain by the fire is completely incinerated, leaving no remains and likely no possibility of revivification, range 20′ cubic area), scroll of *whirling doom*, spellcasting (+7 spell check): Spells (1st) *blessing, darkness, detect magic, holy sanctuary, paralysis, protection from evil, word of command*; (2nd) *banish, binding, curse, divine symbol, lotus stare, restore vitality*; (3rd) *animate dead, bolt from the blue, spiritual weapon, true name* (4th) *vermin blight*; SV Fort +7, Ref +1, Will +7; AL C; Crit M/d12.

Crushing bite: When biting, for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Rynchus (werecrocodile cleric of Sobek, crocodile form): Init +0/+4 (in water); Atk bite +10 melee (3d6+10 plus crushing bite and lycanthropy (see Appendix B) (DC 12 Fort save negates lycanthropy)) and tail +12 melee (3d10+10); AC 17; HD 7d8; hp 68; MV 30′, 60′ swim; Act 2d24; SP werecreature traits; SV Fort +10, Ref +0/+4 (in water), Will +6; AL C; Crit 22-24 DR/d12.

Crushing bite: When biting, for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable: Werecreatures suffer double damage from silver weapons They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

***Cape of the river*:** This crimson cape is crafted from finely woven linen, trimmed in gold. Once per day, the wearer may use the magic of the cape to vanish in a pillar of murky river water and reappear in a chosen location within 500′. The wearer must be knowledgeable of the target location.

***Rod of Sobek* (*+1 mace-axe*):** This rod is a wooden shaft wrapped in cured crocodile skin. The head is iron and shaped like a crocodile. Twice per day, a cleric of Sobek may transform the head of the rod into an animated crocodile head for CL rounds. While animated the rod grapples targets successfully struck (+2 to opposed Strength check). While holding the rod, the owner may hold their breath for 3 turns if not strenuously engaged.

***Whispering band*:** This is a plain ring of twisted copper wire. Three times a day, the wearer can send whispered messages of up to 15 words to any target within 200′ and is able to receive a reply of up to 10 words.

Living statue (stone) (2): Init +6 (surprise); Atk weapon +3 melee (1d8); AC 16; HD 3d8; hp 24 each; MV 30′; Act 1d20; SP surprise; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d8.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Rynchus wears a gold headdress set with onyx worth 500 gp.

CONCLUDING THE ADVENTURE

The defeat of Makura deals another blow to Set and his allies controlling the region. It's also possible the PCs have recovered another *Mitraic relic* in their defiance to Set. If this adventure is being used in conjunction with *Dark Tower*, Rynchus could offer information on the location of a hidden tomb (located in the Valley of Tombs) that holds the secret true name of one (or more) of the Chosen Sons of Set. Such information would be valuable during a confrontation.

Of course, it's very likely that Rynchus escapes the clutches of the characters and becomes a recurring antagonist. Unless the temple was destroyed by the wrath of Sobek, he eventually returns and sets up a base of operations. Soon after, he begins to attract the attention of cultists and worshipers. The judge should determine what his ultimate objective is, but eventually he will clash with the characters again.

APPENDIX A

THE SONS OF SET

THE SONS OF SET

The Sons of Set are the bastard offspring of the evil god, Set, and various mortals. The resulting creatures became a jumble of divine and mortal attributes, not to mention becoming conglomerations of various human and reptilian features. No two Sons of Set have the same appearance or abilities, for in uniting himself with men, Set made his offspring susceptible to Chaos.

The Lesser Sons of Set are numerous. But there are only four Chosen Sons of Set in existence at one time. There are always four, because every time one of the Chosen Sons are killed, there is a Lesser Son promoted to take its place. A Lesser Son of Set may take the place of one of the Chosen Sons if he defeats him in combat. However, if the Lesser Son of Set is defeated, then it owes his brother a century of service.

The Lesser Sons of Set always fight to the death, since the Sons of Set are immortal and are merely reincarnated in a new form in one or two years. The Chosen Sons try to avoid dying, as they lose their Chosen status, being reincarnated as a mere Lesser Son. Every 666 years, the celestial hosts prevent Set from promoting a Lesser Son to a Chosen Son for a full year. If all the Chosen Sons could be defeated during that calendar year, Set would be stripped of significant deific power. As such, Set carefully guards these celestial occurrences.

Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4); AC 18; HD 6d12+12; hp 60; MV 30′; Act 2d20; Languages: Common, Demonic; SP Son of Set traits, demon traits, summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled); SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Son of Set traits: List traits here determined from tables below.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for one hour.

Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk slam +8 melee (1d8+5); AC 20; HD 10d12+30; hp 100; MV 30′; Act 3d24; Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, true sight, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled). SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Son of Set traits: List traits here determined from tables below.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for one hour.

True sight: A Chosen Son of Set's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. A Chosen Son of Set can see invisible creatures and is never fooled by illusions.

Appearance: The physical appearance of a Son of Set is important because it determines his additional combat attributes. To determine the appearance of a Son of Set, roll a d12 on TABLE I to determine the BASE BODY TYPE, and then roll a d20 on TABLE II to determine the NUMBER OF MODIFICATIONS to that body type. Take the resulting number from TABLE II and roll that many times (if at all) on the TABLE III, the MODIFICATIONS CHART. Any

additional attacks or traits beyond mere appearance that are conferred by the modification are then described.

Special Abilities: In addition to their innate powers each Son of Set has special abilities that are unique to them. The Chosen Sons have 1d4 +2 of these special abilities and the Lesser Sons have 1d4 of them. After determining how many are extant, roll the resulting number of times on TABLE V, rerolling any duplications. Note: Where there are two different statistics represented as X [X], the first statistic represents a Lesser Son, while the statistic in brackets represents a Chosen Son.

True Name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for one hour.

TABLE I: BASE BODY TYPE

d12 Roll	Body Type
1-2	Human (female)
3-6	Human (male)
7-11	Snake
12	Lizard

TABLE II: #OF MODIFICATIONS

d20 Roll	#of Modifications
1	1 modification
2-4	2 modifications
5-10	3 modifications
11-14	4 modifications
15-17	5 modifications
18-19	6 modifications
20	No modifications

TABLE III: MODIFICATIONS

d20 Roll	Modification
1	Snake-like lower body: Constriction added to bite attack; On a successful bite attack the Son of Set immediately wraps his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage. If no bite attack, then +1d20 action die - bite attack (1d6 plus constrict).
2	Human Torso (30% female) (Includes 1 pair of human arms.)
3	Multiple heads: (See Table IV - MULTIPLE HEADS).
4	Cobra head: +1d20 action die - bite attack (1d3 plus poison (DC 18 Fort save or permanently blinded; if blinded, second save or automatic death)).
5	Human head (30% female).
6	Hydra head: +1d20 action die - bite attack (1d10+4)
7	Bat wings: Fly 30′
8	Scaly body: +1 AC
9	Cyclops (one eye): -2 to missile fire attacks
10	Multiple human arms (2 - 4 pairs) allows for weapon attacks equal to the number of pairs.
11	Medusa head: Immune to poison, petrification power not included.
12	Giant size: 50′+ long, if human as fire giant, all damage x3.
13	Glowing eyes: Doubles vision range, Lesser Sons gain true sight.
14	Multiple lizard legs (1d3+1 pairs): +1d20 action die/pair - claw attack (1d4)
15	Dragon head: +1d20 action die - bite attack (1d12)
16	Insect eyes: +2 Initiative
17	Horns on head: +1d20 action die - gore attack (1d4)
18	Crocodile head: +1d20 action die - bite attack (1d7)
19	Lizard head: +1d20 action die - bite attack (1d5)
20	Tail: +1d20 action die - tail attack (1d10 plus prone (DC 12 Fort save negates prone).

TABLE IV: MULTIPLE HEADS

d12 Roll	Head Type
1-3	All one type of head. Roll again, ignoring 1-3 result
4	Lizard
5	Snake
6	Human (female)
7	Human (male)
8	Human (male)
9	Medusa
10	Crocodile
11	Dragon
12	Hydra

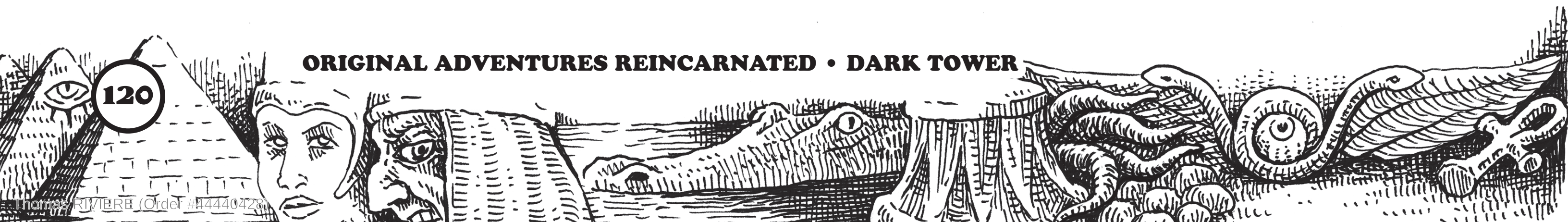


TABLE V: SPECIAL ABILITIES

d20 Roll	Special Ability
1	Petrification: see Table VI: PETRIFICATION TRIGGER
2	Paralyzation Ray (2/day): Son of Set fires a 60′ ray from their eyes. Target is paralyzed for 2d3 rounds (DC 14 [15] Reflex save negates).
3	Increased magic resistance: The Son of Set has a 75% resistance to all magic.
4	Vulnerable to silver: Son of Set suffers double damage from silvered weapons.
5	Poisonous bite: add to bite attack - +3d6 [5d6] poison (DC 14 [15] Fortitude for half damage).
6	Poisonous sting: add to sting or tail attack – +3d5 [4d5] poison (DC 14 [15] Fortitude for half damage).
7	Dragon breath (1/day [2/day]): see Table VII: DRAGON BREATH WEAPON TYPE.
8	Spellcasting (Wizard): see Table VIII: SON OF SET SPELL USE.
9	Gaseous form
10	Regeneration: Son of Set regenerates 5 [10] hit points per round. Fire damage halts the regeneration for a round.
11	Polymorph
12	Fireball
13	Planar step
14	Teleport
15	Ray of enfeeblement
16	Spellcasting (Cleric): see Table VIII: SON OF SET SPELL USE.
17	Lightning bolt
18	Sleet (3/day):
19	No magic resistance: The Son of Set has no resistance to magic.
20	Low intelligence: Reduce the Son of Set's Intelligence by -5 [-7]

TABLE VI: PETRIFICATION TRIGGER

d10 Roll	Trigger
1-3	Gaze
4-5	Breath
6-8	Touch
9	Aura
10	Roll twice (ignore any additional 10s).

TABLE VII: DRAGON BREATH WEAPON TYPE

d14 Roll	Breath	Save*	Damage	Shape
1-2	Fire	Ref	As Son of Set's hit points or half with save	Line: width 10′, length 3d6 x 10′
3-4	Cold	Fort	As Son of Set's hit points or half with save	Cone: width 1d4 x 10′, length 1d6x10′
5-6	Acid	Fort	As Son of Set's hit points or half with save	Cone: width 1d6 x 10′, length 1d4x10′
7-8	Electricity	Ref	As Son of Set's hit points or half with save	1-4 line forks, width 5′, length 3d6x10′ **
9-10	Poison Gas	Fort	Death or no effect with save	Cloud: radius 1d3 x 10′, 90′ range
11-12	Sleep gas	Fort	Fall asleep for 1d6 hours or no effect with save	Cloud: radius 1d4 x 10′, 60′ range
13	Steam	Fort	As Son of Set's hit points or half with save	Cloud: radius 1d4 x 10′, 60′ range
14	Smoke	N/A	No damage, remains for 1d6 rounds***	Cloud: radius 1d3 x 10′, 90′ range

* Save DC is equal to 10+the Son of Set's HD. For example, a Son of Set with 8 HD would have a breath weapon with a save DC of 18.

** A dragon with an electrical breath weapon can target up to four creatures, with the electrical blast forking from target to target as long as a line traced from the dragon to each target in turn does not exceed the total length of the breath weapon.

*** Smoke breath weapons obscure the target point. The dragon can use this to prevent archers from seeing it, to clog visibility down a tunnel, to conceal an escape, and so on.

TABLE VIII: SON OF SET SPELL USE

d24 Roll	Spell Action Dice	Spell Check	Spells by Level			
			Level 1	Level 2	Level 3	Level 4
1	1d12	+1	1	0	0	0
2-3	1d14	+2	1	1	0	0
4-5	1d16	+2	2	1	0	0
6-7	1d20	+3	2	2	0	0
8-9	1d20	+4	2	2	1	0
10-12	1d20	+5	3	2	1	0
13-15	1d20 + 1d14	+6	3	3	2	0
16-17	1d20 + 1d16	+7	3	3	2	1
18-19	1d20 + 1d20	+8	4	3	2	1
20-21	1d24 + 1d20	+10	4	4	2	1
22-23	1d24 + 1d20 + 1d16	+12	5	4	2	1
24	1d30 + 1d24 + 1d20	+14	5	4	3	1

SPECIFIC CHOSEN SONS OF SET

Caphet, Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk +2 *staff of the scorpion* +10 melee (1d12+7 plus poison (1d4 temporary Stamina, DC 16 Fort save negates)), claw (x2) +8 melee (1d4+5), bite (x2) +8 melee (1d8+9 plus poison (5d6, DC 15 Fort save for half damage)), bite +0 melee (1d8+9 plus poison (5d6, DC 15 Fort save for half damage)); AC 20; HD 10d12+30; hp 120; MV 30′; Act 8d24+1d20 (spells); Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled), *staff of the scorpion,* blind side (see combat with Caphet, above), spellcasting (+5 spell check): Spells (1st) *animal summoning* (snakes only), *force manipulation, magic missile*; (2nd) *ray of enfeeblement*; (3rd) *dispel magic, turn to stone;* SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Lightning bolt (2/day): As an action, Caphet can hurl a *lightning bolt* at a target within 100′, doing 2d6 damage to the target and all living creatures within 30′ of the target (DC 22 Reflex save for half damage).

Son of Set traits: Lizard body, human torso, multiple hydra heads (x3), multiple lizard legs (2 pair), regeneration (10/round, fire damage halts the regeneration for 1 round), lightning bolt (2/day), spellcasting, true name, true sight 120′.

Staff of the scorpion: Caphet is a powerful spellcaster, and Set provided him with the *staff of the scorpion* as a gift when he ascended as a Chosen Son of Set. If Caphet is defeated, the staff teleports back to Set's armory.

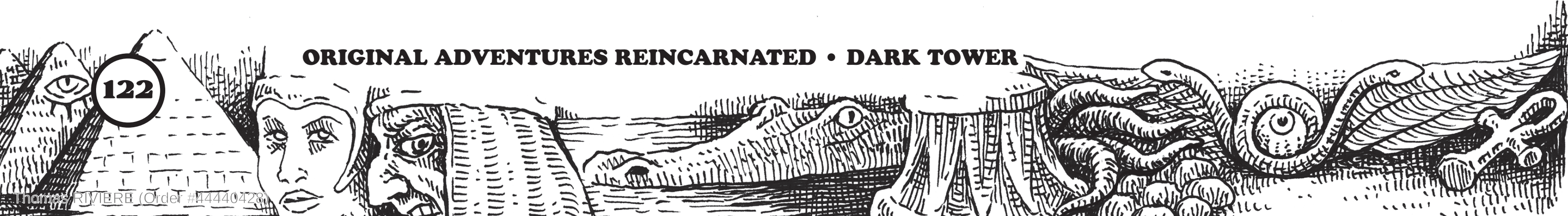
***Staff of the scorpion* (+2 *staff*):** +2 melee (1d12 plus poison (1d4 temporary Stamina, DC 16 Fort save negates)).

True name: If Caphet's true name is spoken within range of his hearing, all his saving throws suffer a -1d penalty for 1 hour (in addition to being vulnerable to the spell *true name*).

True sight: Caphet's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. Caphet can see invisible creatures and is never fooled by illusions.

Three hydra heads move independently, two of them staring in your direction while the one to your right looks up to the ceiling, its two eyes white with blindness. Beneath the three heads is a humanoid upper body with two massive arms, one of which holds a 15′ tall staff. The lower body consists of four reptile legs, two at the rear of the throne's large slate block and two at the front; Caphet's trunk rests on the slate block.

Ophois, Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk bite (dragon) +8 melee (1d12), poisonous bite (hydra) +8 melee (1d10+4 plus poison (5d6, DC 15 Fort save for half damage)), slam +8 melee (1d8+5), poisonous tail sting +8 melee (1d10 plus poison (4d5, DC 15 Fort save for half damage); AC 23; HD 10d12+30; hp 100; MV 30′; Act



3d24+3d20 (bite, bite, tail); Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled); SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

Breath weapon (poison, 2/day): Ophois breathes a 20′ radius cloud of deadly poison gas to a range of 90′ (DC 20 Fort save or die).

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Regeneration: Ophois heals at a prodigious rate, regenerating 10 hit points at the end of each round, including the round he is killed. He can only be truly put down by taking his hit points negative such that its final regenerative burst does not raise its total above 0. Ophois' severed head or limbs will even crawl back and re-attach. Ophois only vulnerability is to fire, from which it does not regenerate.

Son of Set traits: True sight, lizard body, tail, multiple heads (dragon, hydra), scaly body (x3, +3 AC), breath weapon (poison, 2/day), poisonous sting (scorpion tail), poisonous bite (hydra head), regeneration (10/round, fire damage halts the regeneration for a round), teleport, magic resistance, true name.

Teleport: Ophois can teleport himself and up to 8 other willing targets, to a destination of his choosing within 25 miles.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

True sight: Ophois' eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. Ophois can see invisible creatures and is never fooled by illusions.

Vulnerable: Ophois does not regenerate damage from fire.

This massive fiend resembles a gargantuan, bipedal lizard, approximately 25′ long and covered with thick, blue-green iridescent scales. Sharp, jagged teeth are apparent in both of the creature's two reptilian heads. Its long tail ends in a curved, scorpion-like stinger, which visibly secretes a viscous drop of shimmering liquid.

Skabhet, Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk slam +8 melee (1d8+5), scimitar (x4) +8 melee (1d8+5), bite +8 melee (1d6+5 plus constriction); AC 20; HD 10d12+30; hp 100; MV 30′; Act 6d24+1d24+1d20 (spells); Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, convoke spirits (1/round), immune to poison, torment, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled), vulnerable to silver (Skabhet suffers triple damage from silver weapons), spellcasting (+10 spell check): Spells (1st) *animal summoning* (snakes only), *charm person, profane flame* (see Appendix D), *serpent missile* (see Appendix D) (2nd) *levitate, poison touch* (see Appendix D), *ray of enfeeblement, scorching ray* (3rd) *dispel magic, mystic serpent* (see Appendix D) (4th) *transmute earth*; SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

Constriction: On a successful bite attack, Skabhet may immediately wrap his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage. Grahd may only have one target constricted at a time.

Convoke spirits (1/round): Once per round, as an action, Skabhet calls forth the spirits of two victims sacrificed to Set at a point he can see within 60′. The ghosts obey Skabhet's commands and fight until destroyed.

Ghost (2): Init +2; Atk draining touch +6 melee (1d4 physical abilities, player's choice); AC 10; HD 2d12; hp 15 each; MV fly 40′; Act 1d20; SP un-dead traits, incorporeal, immune to non-magical weapons, banshee scream; SV Fort +2, Ref +4, Will +6; AL C; Crit U/d8.

Banshee scream (3/hour): As an action, the ghost attacks with a bone-chilling scream. Every living creature within 100′ automatically suffers 1d4 damage and is potentially deafened for 1d4 hours (DC 12 Fort save to resist). The ghost can issue this scream up to 3 times per hour. Skabhet at the minions of Set are immune to the scream.

Un-dead traits: Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Son of Set traits: Snake-like lower body, medusa head, multiple arms (+2 pairs), regeneration (10/round, fire damage halts the regeneration for a round), *polymorph* (transform into a creature of equal or lesser HD, lasting 10 turns), spellcasting, teleport, true name, true sight.

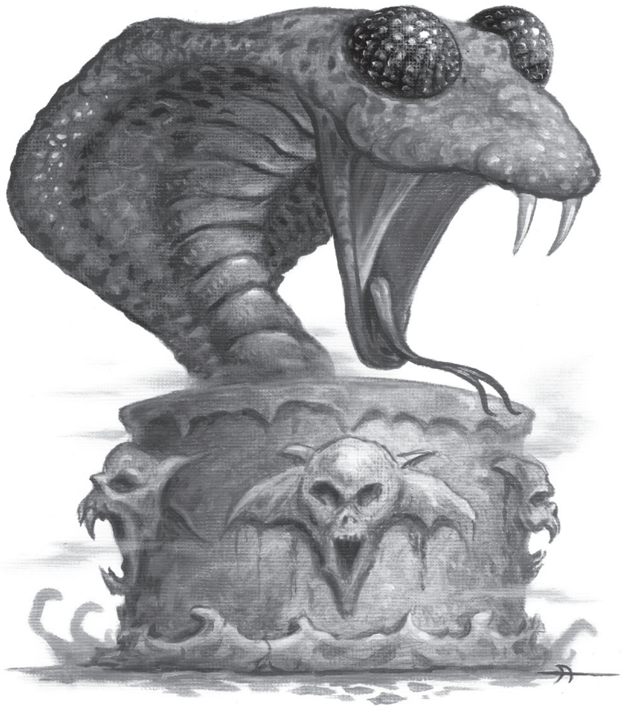
Teleport: Skabhet can teleport himself and up to eight other willing targets, to a destination of his choosing within twenty-five miles.

Torment: As an action, Skabhet causes the tortured spirits of the dead priests hung from poles around the pool to shriek with unholy pain. Targets within 20′ of a dead priest still hanging from these poles suffer 2d5 damage and are stunned, losing their next initiative actions (DC 15 Will save negates). Followers of Set automatically succeed on their saving throws against this effect.

True name: If Skabhet's true name is spoken within range of his hearing, all his saving throws suffer a -1d penalty for 1 hour (in addition to being vulnerable to the spell *true name*).

True sight: Skabhet's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. Skabhet can see invisible creatures and is never fooled by illusions.

Before you rises a monstrous form, possessing a female humanoid upper torso and the body of a serpent. He wields four scimitars among his three pairs of arms, and a writhing mass of snake hair crowns his head.



SPECIFIC LESSER SONS OF SET

Grahd, Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4), bite +8 melee (1d3 plus constriction and poison (DC 18 Fort save or permanently blinded; if blinded, second save or automatic death)); AC 18; HD 6d12+12; hp 60; MV 30′; Act 3d20; Languages: Common, Demonic; SP Son of Set traits, demon traits, blindsight 120′, summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled); SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Blindsight: Grahd has perfect perception of all things, including invisible targets, within 120′.

Constriction: On a successful bite attack Grahd may immediately wrap his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage. Grahd may only have one target constricted at a time.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Gaseous form (1/day): Grahd becomes gaseous for 1d4 turns, becoming immune to mundane attacks. Should Grahd's hit points drop below 25, he will assume his gaseous form and flee to the palace to seek Skabhet's aid (see Part 4: Skabhet's Palace).

Son of Set traits: Cobra head, insect eyes, snake body, snake-like lower body, gaseous form, regeneration (5/round, fire damage halts the regeneration for a round), teleport, true name.

Teleport: Grahd can teleport himself and up to four other willing targets, to a destination of his choosing within 10 miles.

True name: If Grahd's true name is spoken within range of his hearing, all his saving throws suffer a -1d penalty for one hour (in addition to being vulnerable to the spell *true name*).

This Lesser Son of Set resembles a massive cobra with large, shimmering insect-like compound eyes. He is a dim-witted brute who enjoys inflicting pain and fea.

Maga, Lesser Son of Set (12′ tall, 5,000 lbs., type II demon, Set): Init +7; Atk slam +8 melee (1d8+4); AC 20; HD 6d12+12; hp 66; MV 30′; Act 2d20+1d20 (spells); Languages: Common, Demonic; SP Son of Set traits, demon traits, summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled), spellcasting (+3 spell check): Spells (1st) *animal summoning* (snakes only), *magic missile*; (2nd) *detect invisibility, strength*; SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Son of Set traits: True sight (glowing eyes), insect eyes (+2 Init), scaly body (x2, +2 AC), magic resistance, true name.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

True sight: Maga's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. Maga can see invisible creatures and is never fooled by illusions.

This demon towers a full 12′ tall and is covered with thick, plate-like, scales. Large insect-like eyes are made even more disturbing by the soft blue glow they seem to constantly emit.

Makura, Lesser Son of Set (type II demon, Set): Init +4; Atk mace-axe +8 melee (2d6+4), slam +8 melee (1d8+4), gore +8 melee (1d4+4), or petrifying bite +8 melee (1d7+4 plus constrict and petrification); AC 18; HD 6d12+12; hp 60; MV 30′; Act 6d20+1d14 (spells); Languages: Common, Demonic; SP Son of Set traits, demon traits, *fireball* (2/day), *lightning bolt* (2/day), regeneration (5/round, fire halts regeneration for 1 round), summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled), spellcasting (+2 spell check): Spells (1st) *serpent missile* (see Appendix D), *word of command*; (2nd) *snake charm*; SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Constriction: On a successful bite attack Makura immediately wraps his serpentine neck around the victim, grappling them. Each round thereafter, he constricts the same target for an automatic 1d6 points of damage.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from acid cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Fireball (2/day): As an action, Makura can hurl a *fireball* at a target within 160′, doing 6d6 damage (DC 24 Reflex save for half damage).

Lightning bolt (2/day): As an action, Makura can hurl a *lightning bolt* at a target within 50′, doing 4d6 damage (DC 18 Reflex save for half damage).

Petrification: Any creature bitten by Makura must make two DC 13 Will saves. One failure results in paralyzation for 1 round. A second failure results in the victim being turned to stone.

Son of Set traits: *fireball* (2/day), *lightning bolt* (2/day), regeneration (5/round, fire halts regeneration for 1 round), magic resistance, true name.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

This twisted fiendish humanoid has scales covering its serpentine face. It wears bronze plate armor and carries a shield emblazoned with a coiled cobra about to strike. It has the lower body of a thick serpent, the torso of a muscular human with two arms, and three snake-like necks, each ending in a crocodilian head that sports wicked curved horns and piercing yellow eyes.

APPENDIX B

NEW MONSTERS

BASILOID

Despite the size of the creature, a basiloid is quiet and stealthy as it stalks its prey, attempting to move in close for a gaze. A petrified victim is then consumed, stone turning back to flesh in its stomach.

Basiloid: Init +1; Atk by weapon +7 melee or gaze (special); AC 22; HD 9d8+27; MV 40′; Act 2d20; SP damage reduction 5, gaze (petrify, DC 16 Will save negates), sneak silently +10, smell prey (+10 to checks to detect and locate living creatures); SV Fort +12, Ref +7, Will +5; AL C; Crit IV/d14 or M/d14 (judge's discretion).

Gaze: A basiloid can use an action to lock eyes with a living creature; the target that looks a basilisk in the eye must make a DC 16 Will save or be turned to stone.

A basiloid has the lower body and legs of a humanoid while possessing the massive torso, arms and head of a basilisk.

CHILD OF APOPHIS

Child of Apophis (60′, 1,500 lbs.): Init +8; Atk bite +10 melee (4d12 plus poison (DC 26 Fort save or death) and swallow whole); AC 25; HD 12d10; MV 50′, burrow 30′; Act 2d24; SV Fort +15, Ref +8, Will +10; AL N; Crit 22-24 G/d6.

Swallow whole: If the child of Apophis succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer damage but is now trapped in the serpent's stomach, where it suffers 8d8 damage (half damage if immune to acid) each round thereafter. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 30 points of damage against AC 25.

This gargantuan serpent is golden colored and is capable of swallowing men whole without effort.

CROCODILE

Crocodile: Init +0/+4 (in water); Atk bite +10 melee (3d6+10 plus crushing bite) or tail +12 melee (3d10+10); AC 17; HD 12d8; MV 30′, swim 60′; Act 1d24; SP camouflage (+10 to hide checks in water); SV Fort +10, Ref +0/+4 (in water), Will +6; AL N; Crit 22-24 DR/d8.

Crushing bite: When biting, for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Crocodile, sacred: Init +0/+4 (in water); Atk bite +10 melee (3d6+12 plus grapple) and tail +12 melee (3d10+12 plus prone (DC 15 Reflex save negates)); AC 18; HD 14d8; MV 30′, swim 60′; Act 2d24; SP blessed ornamentation (+1d bonus to saving throws against spells), death roll, camouflage (+10 to hide checks in water); SV Fort +12, Ref +0/+3 (in water), Will +6; AL N; Crit 22-24 DR/d10.

Blessed ornamentation: The crocodile's head is inset with an emerald (worth 250 gp) and three gold teeth (each worth 25 gp), and its body is pierced with three gold rings (worth 75 gp each). These items are specifically blessed and provide the crocodile a +1d bonus when rolling saving throws against spells.

Death roll: If the crocodile is grappling a target, on subsequent rounds it may perform a violent death roll. The grappled target suffers 2d10+12 damage and is stunned, losing their next action and falling to the bottom of the initiative count for the remainder of the battle (DC 15 Fort save negates stun).

CURSED SOUL

Cursed Soul (2): Init +3; Atk debilitating touch +8 melee (1d4 temporary Strength); AC 17; HD 6d8; MV fly 40′; Act 1d24; SP un-dead traits, incorporeal, immune to non-magical weapons; SV Fort +5, Ref +10, Will +8; AL C; Crit U/d10.

Un-dead traits: Cursed souls are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

DEMON

DEMONS OF SET

Ammit (type IV demon, Set): Init +6; Atk claw (x2) +12 melee (3d10+4) and bite +16 melee (1d16+4 plus grapple (opposed Strength vs. +5 to escape)); AC 23; HD 16d12; MV 40′; Act 3d20; SP demon traits, curse of locusts (p. 439, DCC

RPG), swallow whole; SV Fort +12, Ref +10, Will +12; AL C; Crit 17-20 DN/d16.

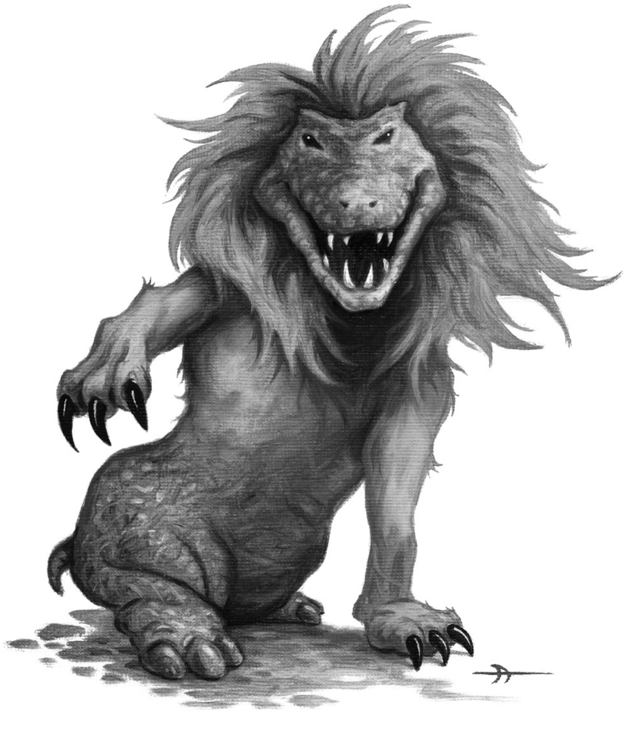
Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120′, immune to fire, cold, electricity, and gas, half damage from acid, spellcasting (+16 spell check): Spells (1st) *darkness*.

Swallow whole: If an ammit succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer damage but is now trapped in the serpent's stomach, where it suffers 2d8 damage (half damage if immune to acid) each round thereafter. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 22.

This fiendish chimera has the hind quarters of a hippopotamus, the front legs and mane of a lion, and the head of a crocodile.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness, curse (curse of locusts)*.



Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't tranformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Serpodile (type III demon, Set): Init +4; Atk constrict +10 melee (1d8+6 plus constriction) or bite +10 melee (1d12+6, range 10); AC 20; HD 12d12; MV 30′; Act 2d20; SP demon traits, breath weapon, constriction (automatic 1d8+6 per round to grappled target), swallow whole; SV Fort +6, Ref +3, Will +2; AL C; Crit 18-20 DN/d12.

Breath weapon (2/day): The serpodile exhales a bolt of lightning 20′ long by 5′ wide inflicting 20 damage (DC 18 Reflex save for half damage).

Constriction: If the serpodile hits with its constrict attack, it immediately grapples the target and wraps its coils around the victim. Each round thereafter, the serpodile constricts the same target for an automatic 1d6+8 damage.

Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Swallow whole: If the serpodile succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer damage but is now trapped in the serpodile's stomach, where it suffers 2d8 damage each round (half damage if immune to acid). A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 damage against AC 20.

INDEPENDENT DEMONS

Demon of the Seven Earths (type IV demon, independent): Init +6; Atk +2 sepulchral scimitar +14 melee (3d8+8 plus soul drain (1d5 temporary Personality, DC 13 Will negates)) or withering wind +12 missile fire (1d8+1d3 temporary Stamina, DC 13 Fort save negates Stamina loss); AC 22; HD 10d12; MV 60′, fly 60′; Act 2d20; SP polymorphic gaze, demon traits, spellcasting (+8 spell check): Spells (1st) *chill touch, comprehend languages, detect magic, enlarge*; (2nd) *detect invisible, invisibility, phantasm, strength*; (3rd) *breathe life, gust of wind, turn to stone*; (4th) *transmute earth, polymorph* (self only); SV Fort +12, Ref +10, Will +12; AL C; Crit 17-20 DN/d10.

Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120′, immune to fire, cold, electricity, and gas, half damage from acid, spellcasting (+16 spell check): Spells (1st) *darkness*.

Polymorphic gaze: As an action, the demon may turn their gaze upon a target within 100′, transforming them into a form of the demon's choosing (of equal or lesser HD). The victim takes on all characteristics of their new form, losing all semblance of self while transformed. This need not be an animal or creature but can also be fruit (such as a pile of apples), or even a pool of water or blazing fire. The target is trapped in this state for 1 turn, or until transformed again by the demon (or use of a *polymorph* spell). Attempts to turn a target into another living creature may be thwarted with a DC 20 Will save, while attempts to turn a victim into something wholly different (such as a bonfire) require only a DC 13 Will save to negate.

Lamia (type II demon, independent): Init +4; Atk claw +8 melee (2d5+2 plus intoxication (-1d to all actions for 2d3 rounds, DC 15 Will save negates); AC 16; HD 8d8; MV 40′, fly 40′; Act 2d20; Languages: all; SP demon traits, spellcasting (+8 spell check): Spells (1st) *blessing, profane flame, word of command*; (2nd) *poison touch* (see Appendix D); SV Fort +12, Ref +10, Will +12; AL L; Crit 19-20 DN/d8.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

The demon resembles a lion with the upper half of a human female where the lion's head should be.

DRAGON

Dragon, desert (average sized ancient dragon): Init +12; Atk claw (x2) +12 melee (1d8) and bite +12 melee (1d12) and tail slap +12 melee (1d20) and wing buffet +14 melee (2d12) or breath weapon (special); AC 29; HD 10d12; MV 50′, fly 100′; Act 5d20+1d30 (spells)+1d20 (spells); SP breath weapon (sand, 3/day), dust cloud (1/turn), *gust of wind* (1/day), heat metal (3/hour), spellcasting (+6 spell check): Spells (1st) any 2; (2nd) any 2; SV Fort +12, Ref +12, Will +12; AL N; Crit DR/2d14.

Breath weapon (sand, 3/day): *A desert dragon* breathes a cone of scouring sand 40′ long x 20′ wide, inflicting damage equal to half its hit points (DC 22 Fort save for half damage).

Dust cloud (1/turn): A desert dragon can summon a dust cloud that is 10′ wide at its base and up to 50′ tall. Targets within suffocate (1d4 Stamina/round, DC 22 Fort save negates). Cloud remains while dragon concentrates; when concentration ends, cloud disperses in 1d4 rounds, retaining full strength until dispersed.

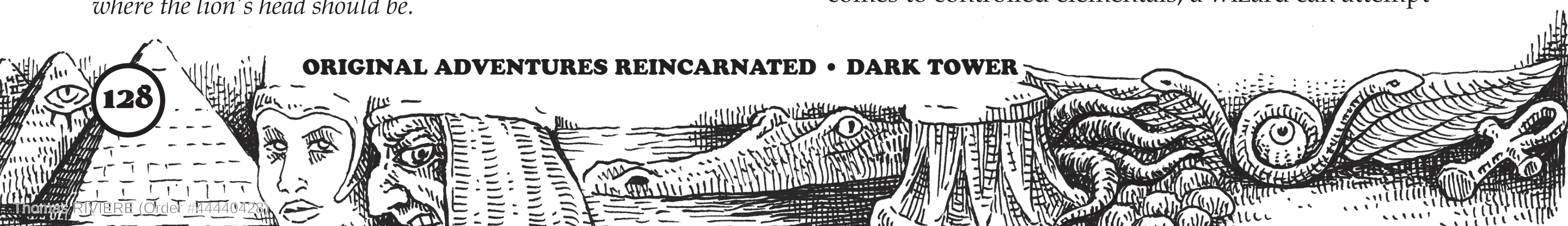
Gust of wind (1/day): A desert dragon can generate powerful hurricane-strength wind, blowing in a single direction originating from the dragon in cone shape up to 100′ wide at termination. Creatures are blown backward 120′ and suffer 12d4 damage (DC 22 Strength check negates).

Heat metal (3/hour): *A desert dragon* can heat one metal object to painful levels. This ability inflicts 1d8 damage per round to characters holding heated objects or 1d10 damage per round to characters wearing heated armor.

ELEMENTAL

All elementals share these traits:

- As extraplanar creatures, they are impervious to normal attacks. They can only be wounded normally by magic weapons, spells, other extraplanar denizens, or creatures with naturally magical attacks (including paralysis, sleep, poison, acid, breath weapon, etc.). Creatures of at least 4 HD are powerful enough to wound an elemental for half damage, and creatures of at least 6 HD can cause normal damage.
- A summoned or conjured elemental must be controlled by a wizard in order for its actions to be directed. The controlling wizard must concentrate. If his concentration is broken, he may lose control of the elemental. Free-willed elementals attack in a rage, targeting the creatures that have dealt them damage or controlled them. After 1d6 rounds they return to their original plane if they are able to do so.
- A wizard can attempt to take control of a free-willed elemental by casting the appropriate spell. When it comes to controlled elementals, a wizard can attempt



to wrest control from another wizard by casting dispel magic against the controlling wizard's source of control, then casting the appropriate spell to control the elemental himself.

Elemental prince (air): Init +12; Atk slam +12 melee (2d16) or hurled object +12 missile fire (1d12, range 100); AC 20; HD 24d8; MV fly 50′; Act 3d20; SP cyclone, pick up opponent, elemental traits, spellcasting (+10 spell check): Spells (1st) *choking cloud, color spray, detect magic, feather fall, force manipulation, magic shield*; (2nd) *invisibility, invisible companion, knock, levitate, phantasm*; (3rd) *consult spirit, dispel magic, fly, gust of wind, lightning bolt*; (4th) *polymorph, wizard sense*; SV Fort +10, Ref +15, Will +12; AL N; Crit M/d30.

Cyclone (1/turn): The elemental prince can take a round to whip his winds into a full-fledged cyclone. On the second round, after the cyclone is formed, the elemental transforms into a reverse cone, 15′ wide at the bottom and up to 100′ tall, with a width equal to its height. The cyclone lasts only 1d3 rounds, but during that time, everything touched by the elemental prince's normal course of motion suffers 8d6 damage.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Pick up opponent: The elemental prince can pick up even a giant-sized creature. Opponents may make an opposed Strength check (versus +8) or be flung upwards 1d6 x 10′, taking 1d6 damage per 10′ fallen as a result.

Elemental prince (earth): Init +12; Atk burning touch +12 melee (4d8 plus burn (1d6, DC 12 Ref save or catch fire)) or flaming bolt +12 missile fire (1d16, range 80); AC 20; HD 24d8; MV 50′; Act 3d20; SP elemental traits, tremor, spellcasting (+10 spell check): Spells (1st) *charm person, detect magic, Ekim's mystical mask, enlarge, force manipulation, magic missile, magic shield, mending*; (2nd) *detect invisible, invisibility, mirror image, shatter, strength*; (3rd) *breathe life, dispel magic, haste, turn to stone*; (4th) *transmute stone*; SV Fort +10, Ref +15, Will +12; AL N; Crit M/d30.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Tremor (1/1d5 rounds): The elemental prince can use 2 action dice to pound both fists against the ground, rippling the ground in a 30′ cone with a 30′ base. All creatures in this area suffer 4d10 damage and are knocked prone (DC 20 Fort save for half damage and negates prone). Structures within the area of effect may be damaged or destroyed at the judge's discretion.

FEATHERED SERPENT

Feathered serpent: Init +6; Atk bite +4 melee (1d7 plus poison (DC 15 Fort save or death)); AC 16; HD 4d8; MV 30′ fly 60′; SP hypnotic stare, linguist; Act 1d20; SV Fort +2, Ref +6, Will +1; AL L; Crit M/d8.

Hypnotic stare: As an action, the serpent may stare into the eyes of a potential target, paralyzing them for 1d3+1 rounds (DC 12 Will save negates).

Linguist: Feathered serpents are gifted with the ability to understand and speak all languages. This ability does not extend to the written word.

Covered in long multicolored feathers, this serpentine creature has wings akin to those of a macaw, with great tailfeathers trailing behind it and serving as its rudder while in flight. Golden eyes stare out from is pebble-fleshed face, and its forked tongue tastes the air around it.

GIANT

Giant, desert (12′ tall, 2,500 lbs.): Init +3; Atk sword +22 melee (4d10+8) or hurled stone +8 missile fire (1d8+8, range 200); AC 17; HD 14d10; MV 30′; Act 2d24; SP immune to fire, vulnerable to cold (double damage); SV Fort +15, Ref +5, Will +8; AL C; Crit 20-24 G/d7.

Vulnerable: A desert giant suffers double damage from cold.

GNOLL

Gnoll pack leader: Init +0; Atk bite +2+deed melee (1d3+deed) or *+2 morningstar* +4+deed melee (1d6+1+deed) or lance +2+deed (1d12+deed, 2d12+deed if mounted charge); AC 18 (chainmail); HD 4d8+4; MV 30′; Act 1d20; SP deed die (+d6), *invoke patron* (Ithha, d12 spell check); SV Fort +3, Ref +2, Will +1; AL C; Crit 19-20 IV/d20.

Gnoll shaman: Init +0; Atk bite +1 melee (1d3) or staff +1 melee (1d6); AC 13; HD 4d8; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d20+4 spell check); spellcasting (+4 spell check): Spells (1st) *choking cloud, feather fall, flaming hands, force manipulation*; (2nd) *fire resistance, mirror image, scorching ray*; SV Fort +1, Ref +0, Will +0; AL C; Crit III/d10.

GOLEM

All golems have the following traits:

- *Elemental healing*: Each type of golem is healed by exposure to the destructive forces of the elements (electricity, fire, force, ice). When damage is inflicted by the appropriate element, the golem is instead healed by the same amount.
- *Immunities*: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*
- *Immutable*: Golems are immune to magic which would change their form or size.
- *Magic attack*: Attacks made by golems are considered +3 for purposes of attack immunity.
- *Magic resistance*: All spells cast against a golem are subject to 50% chance of failure before saves are rolled.

Bronze sphinx golem: Init +1; Atk eye beam +10 missile fire attack (3d7, range 50); AC 22; HD 14d10; MV 0′ (may rotate 360 degrees); Act 3d20; SP golem traits, roar (3/day), magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +0, Ref **-**2, Will +0; AL N; Crit M/d20.

Elemental healing (electricity): A bronze sphinx golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the bronze sphinx golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Roar (3/day)*:* The bronze sphinx golem sphinx emits a magical roar. Each creature within 50′ is knocked prone and deafened for 10 rounds. In addition, living creatures have their movement and actions halved for the same duration. A successful DC 12 Fort save leaves the target prone and deafened for 1 round.

Flesh golem: Init +1; Atk slam +9 melee attack (2d8+5 plus grapple); AC 15; HD 8d10; MV 30′; Act 2d20; SP golem traits, infravision 60′, berserk, crush, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), vulnerable to fire (double damage); SV Fort +8, Ref +4, Will +0; AL N; Crit M/d24.

Berserk: Whenever the golem is reduced below 20 hp it goes berserk attacking the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks a nearby object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed.

Crush: While grappled, victims suffer 1d8+5 damage at the start of each round. Breaking free requires a DC 15 Strength check. The flesh golem can grapple two targets at once.

Elemental healing (electricity): A flesh golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the flesh golem is instead healed by the same amount.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Vulnerable: The flesh golem suffers double damage from fire.

Iron golem: Init +1; Atk fist +8 melee attack (1d16+4); AC 22; HD 21d10; MV 30′; Act 2d20; SP golem traits, true sight, acidic mist (2/day), magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +6, Ref **+3**, Will +0; AL N; Crit M/d30.

Acidic mist (2/day): The iron golem releases a cloud of acidic mist in a 10′ radius inflicting 5d10 damage (DC 15 Reflex save for half damage).

Elemental healing (fire): An iron golem is healed by exposure to fire damage. When damage is inflicted by fire, the iron golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep*.

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

True sight: The iron golem's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. An iron golem can see invisible creatures and is never fooled by illusions.

Limestone golem: Init +1; Atk fist +8 melee (1d10+6 plus bleeding wound) or +2 prismatic spear +10 melee (1d8+6 plus blindness (2d3 rounds, DC 12 Fort save negates); AC 18; HD 18d10; MV 30′; Act 2d20; SP golem traits, blindsight 100′, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +4, Ref **+2**, Will +0; AL N; Crit M/d30.

Blindsight: A limestone golem has perfect perception of all things, including invisible targets, within 100′.

Bleeding wound: The golem slashes its foe with its razor-like fingers, inflicting a bleeding wound which inflicts +1 damage per round until an action is taken to staunch the bleeding. Multiple attacks of this sort stack, and each requires an action to halt the blood flow.

Elemental healing (electricity): A limestone golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the limestone golem is instead healed by the same amount.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Stone drake golem: Init +1; Atk claw (x2) +10 melee (1d8+10) and bite +10 melee (1d12+10), and tail +10 melee (1d20+10); AC 19; HD 20d10; MV 30′; Act 4d20; SP golem traits, blindsight 100′, fiery aura, indestructible, breath weapon (fire, 3/day), magic resistance (all spells cast against a stone drake golem are subject to 50% chance of failure before saves are rolled); SV Fort +4, Ref **+2**, Will +0; AL N; Crit M/d30.

Blindsight: A stone drake golem has perfect perception of all things, including invisible targets, within 100′.

Breath weapon (fire, 3/day): A stone drake golem breathes a jet of fire 40′ long x 10′ wide, inflicting 2d20+20 damage (DC 18 Reflex save for half damage). The golem is capable of breathing fire upon itself to repair damage it has suffered.

Elemental healing (fire): A stone drake golem is healed by exposure to fire damage. When damage is inflicted by fire, the stone drake golem is instead healed by the same amount.

Fiery aura: When it animates, the stone drake golem releases a burst of heat, inflicting 2d10 damage to all creatures within a 10′ radius (DC 15 Fort save for half damage).

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Indestructible: Even if utterly destroyed, a stone drake golem fully reforms within 1d7 days. The newly returned stone drake golem looks newly crafted.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

GRAVEWIGHT

Gravewight: Init +3; Atk claw +8 melee (1d4 plus XP drain (1d10, DC 13 Will save negates)); AC 17; HD 6d8; MV 40′, climb 20′; Act 1d20; SP immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +7, Will +5; AL C; Crit U/d12.

Un-dead traits: Gravewights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the gravewight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as gravewights.

Necromantic energies crackle in the air around the leathery skin of this emaciated figure. Its hands are tipped with razor-like claws, and its sparse, white hair juts out from the skull-like head. A burning hunger can be felt from this un-dead…

HULWAH CREEPER

Hulwah creeper: Init +0; Atk pseudopod +6 melee (1d7); AC 12; HD 8d8 (2d8 per 5′ square); MV 10′, climb 10′; Act 8d20 (2d20 per 5′ square); SP cascade, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N; Crit M/d14.

Cascade: While normally slow, hulwah creepers will sometimes use gravity to allow them to rapidly descend while suspended above the ground at a rate of 15′ per 5′ square.

HYENA, GIANT

Hyena, giant: Init +5; Atk bite +6 melee (1d7+4); AC 15; HD 3d8; MV 50′; Act 1d24; SP none; SV Fort +6, Ref +5, Will +3; AL C; Crit M/d8.

LIVING STATUE

Living statue (bronze sphinx): Init +6 (surprise); Atk claw +4 melee (1d8+2); AC 20; HD 5d8; MV 30′; Act 1d20; SP surprise; SV Fort +6, Ref -2, Will +0; AL N; Crit M/d10.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

MUMMY

Mummy, elder: Init +0; Atk choke +7 melee (1d7 / 2d7 / 3d7 / etc.) or club +7 melee (1d6+3); AC 13; HD 16d12+16; MV 20′; Act 1d20; SP damage reduction 10, magic resistance (all spells cast against an elder mummy are subject to 50% chance of failure before saves are rolled), mummy rot (1 Stamina loss per day, DC 12 Fort save negates), vulnerable to fire (double damage), un-dead traits, spellcasting (+10 spell check): Spells (1st) *blessing, paralysis, protection from evil, word of command*; (2nd) *binding, curse*; (3rd) *bolt from the blue*; (4th) *affliction of the gods, vermin blight*; SV Fort +8, Ref +4, Will +20; AL C; Crit U/d24.

Choke: An elder mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d7 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d7 damage. If the third attack succeeds for a third round, the attack causes 3d7, then 4d7, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: An elder mummy suffers double damage from fire.

NECRYCLOPS

A necryclops is an un-dead cyclops with the ability to regenerate by stealing life from its opponents.

Necryclops: Init +1; Atk by weapon +8 melee or leeching gaze (special); AC 18; HD 8d8+32; MV 40′; Act 2d24; SP un-dead traits, true sight, damage reduction 5; SV Fort +10, Ref +3, Will +4; AL C; Crit 22-24 G/d4.

Leeching *gaze*: As an action, a necryclopsmay target a creature within 30′ with its gaze, draining them of 4 HD of damage and adding half of those points to its current hit point total (allowing it to increase beyond its starting maximum) (DC 16 Will save negates).

True sight: *A necryclops*′ eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. It can see invisible creatures and is never fooled by illusions.

ROC

Roc: Init +4; Atk beak +18 melee (1d12) or claw +18 melee (2d8 plus grapple; target elephant-sized or smaller) or wing buffet +18 melee (2d12); AC 14; HD 15d12; MV fly 60′; Act 3d20; SP massive size (+16 to grapple, total +31), terrifying (DC 15 Will save or flee in terror until clear of the roc); SV Fort +1, Ref +3, Will -1; AL N; Crit M/d20.

The wingspan of this gigantic bird of prey extends more than 200′, as it blots out the sky.

SANDWORM

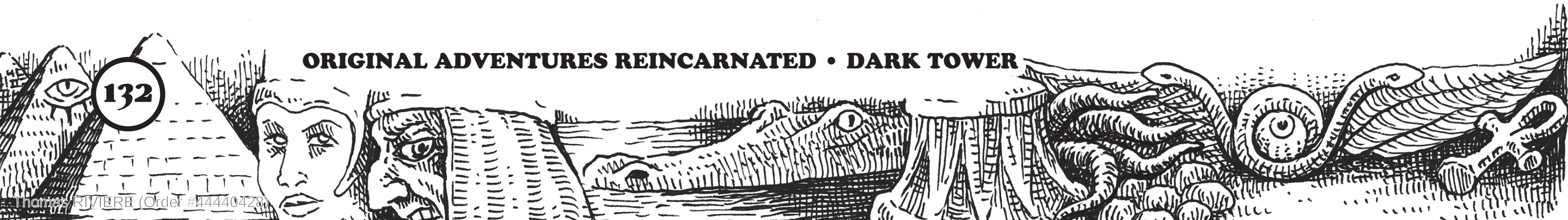
Sandworm: Init +3; Atk bite +26 melee (5d8+12 plus swallow whole), crush +26 melee (4d10+12), and tail +26 melee (2d12+12 plus knocked prone (DC 20 Fort save negates)); AC 21; HD 20d10; MV 60′, burrow 30′; Act 3d24; SP swallow whole; SV Fort +16, Ref +8, Will +12; AL N; Crit 22-24 M/d30.

Swallow whole: If the sandworm succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does does not suffer damage but is now trapped in the sandworm's stomach, where it suffers 2d12 damage (half damage if immune to acid) each round thereafter. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 30 points of damage against AC 21.

SERPENT-MAN

Serpent-man wizard: Init +1; Atk bite +4 melee (1d4 plus poison (DC 14 Fort save (special)) or javelin +5 missile fire (1d6); AC 16 (scale mail); HD 3d10+6; MV 30′; Act 1d20; SP illusion (1/day), hypnosis, spellcasting (+5 spell check): Spells (1st) *cantrip* (+7 spell check), *charm person, magic missile, magic shield*; (2nd) *forget, invisibility, phantasm* (+7 spell check); SV Fort +2, Ref +1, Will +2; AL L; Crit III/d8.

Hypnosis: A serpent-man can hypnotize lesser creatures. Any intelligent creature that looks into the serpent-man's eyes is susceptible. The hypnosis works even when the serpent-man is under illusion. The serpent-man casts the hypnosis at a +6 spell check; the victim must succeed on a



Will save vs. the spell check result or be under the control of the serpent-man. Hypnotized creatures appear as in a daze and will perform tasks as commanded. Any suicidal or dangerous task allows a new Will save to resist. The hypnosis fades after 1d4 hours.

Illusion (1/day): As an action, a serpent-man can cast an illusion that causes its head to appear like that of a specific person. The illusion is complete—visual, tactile, auditory, olfactory—and is considered to have a spell check result of 30 for purposes of dispelling or disbelieving. The snake-man can reveal their true form if they so wish.

Poison: Roll d% for each serpent-man that hits with a bite attack: 25% cause blindness, 25% cause weakness (1d6 Str loss), and 50% cause painful spasms (1d6 damage).

SERVANT OF CAPHET

To assist the guardians, Caphet had his priests and followers mummify certain powerful adventurers caught trespassing in the temples. Each **servant of Caphet** waits to be called forth in defense of the temple, their powers sustained by the adventurers' in-life possessions placed inside each sarcophagus.

Servant of Caphet: Init [+0]; Atk diseased claws +5 melee (2d6 plus disease); AC 15; HD 8d12+10; MV 30'; Act 2d20; SP class skills (i.e., cleric, thief, warrior, wizard, et al.), damage reduction 7, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), un-dead traits; SV Fort [+2], Ref [+2], Will [+10]; AL C; Crit [varies by class]/d30+2 or varies by class (judge's discretion).

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Servants of Caphet are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

SHA

Sha: Init +2; Atk bite +6 melee (1d8+2), ram +6 melee (1d5+2) or tail +6 melee (1d7+2); AC 20; HD 10d8; MV 40'; Act 3d20; SP infravision 60', thundering charge; SV Fort +4, Ref +1, Will +0; AL N; Crit M/d16.

Thundering charge: If the sha moves at least 20' straight towards a target and then succeeds in ramming its target, the sha automatically achieves a critical hit.

This creature resembles a cross between an okapi and a large greyhound dog in body shape, with a long stiff tail ending in a natural growth resembling a mace head and two long, squared-off ossicones on its head.

SNAKE

Horned viper swarm: Init +6; Atk swarming bite +1 melee (1d6 plus poison (1d3 Stamina, DC 12 Fort save or death)); AC 10; HD 4d8; MV 30', swim 30'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +2, Ref +5, Will -2; AL N; Crit N/A.

Poisonous viper swarm: Init +4; Atk swarming bite +1 melee (1d6 plus poison (1d3 Stamina, DC 16 Fort save or death); AC 10; HD 4d8; MV 30', swim 30'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

Sand boa, giant: Init +6; Atk bite +13 melee (1d6 plus constrict); AC 22; HD 6d8; MV 35'; Act 1d20; SP constriction 1d6; SV Fort +8, Ref +5, Will +2; AL N; Crit M/d12.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Water snake, giant: Init +6; Atk bite +8 melee (2d6 plus poison (stunned for 1 round and 1 temporary Stamina (DC 12 Fort save negates Stamina loss)); AC 19; HD 3d8; MV 50', swim 50'; SP none; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d8.

SOBEN

Soben: Init +0; Atk khopesh +7 melee (2d8+4 plus disarm on critical hit), bite +7 melee (2d6+4), slam +7 melee (1d6+4), tail blade +7 melee (1d8+4 plus prone (DC 10 Reflex save negates prone)), or longbow +3 missile fire (1d6); AC 22 (half-plate); HD 5d10+10; MV 20'; Act 2d24; SP infravision 60', terrifying charge, immune to poison; SV Fort +4, Ref +0, Will +2; AL C; Crit III/d10.

Terrifying charge: An attacking soben may charge, giving a fearful bellow as it rushes forward (at least 10') toward a target with its slam attack. In addition to the normal effects of a charge (+2 to hit, -2 to AC), the target must make a DC 15 Will save or lose their next action as they are frozen in fear. A successful attack of this sort deals an additional 1d8 damage and drives the target back 10'.

This lizard-like humanoid is massive, with dark gray scales and a hunched back. The creature sports bulging muscles and lumbers forward on two thick legs, its heavy tail dragging behind. Its head resembles that of a crocodile.

SPHINX

Sphinx, andro: Init +0; Atk claw +12 melee (2d10); AC 20; HD 10d10; MV 40′, fly 60′; Act 2d24; SP true sight, hardy (1/day), *haste* (2/day, spell check result of 24), roar (3/day), translocation, attacks treated as magical, spellcasting (+9 spell check): Spells (1st) *blessing, comprehend languages, detect evil, detect magic, food of the gods, word of command;* (2nd) *banish, restore vitality;* (3rd) *dispel magic;* (4th) *sanctify/desecrate;* (5th) *righteous fire;* SV Fort +12, Ref +6, Will +8; AL L; Crit M/d16.

Hardy (1/day): The round after being reduced to 0 hit points, the sphinx rises from apparent death, regaining 10 hit points.

Roar (3/day): The roar of a sphinx affects all creatures within a 50′ radius. The sphinx can roar up to 3/day, with each roar being louder, and more powerful than the last.

- 1st roar: Target flees in fear for 2d3 rounds (DC 13 Will save negates).
- 2nd roar: Target is deafened and paralyzed for 2d4 rounds (DC 15 Will save negates).
- 3rd roar: Target suffers 4d10 damage and is knocked prone (DC 17 Fort save halves damage and negates being knocked prone).

Translocation: As an action, a sphinx may trans-dimensionally leap to any visible location within 120′.

True sight: A sphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Proudly sitting in the center of the room is an opulent leonine creature, with a wild mane around its human face and a pair of folded feathery wings along its muscled back.

Sphinx, gyno: Init +2; Atk claw +8 melee (2d8); AC 20; HD 8d10; MV 40′, fly 60′; Act 2d24; SP true sight, bestow blessing (2/week), hardy (1/day), *haste* (2/day, spell check result of 24), translocation, attacks treated as magical, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, comprehend languages, darkness, detect magic, force manipulation, magic shield;* (2nd) *invisibility, locate object, phantasm, ray of enfeeblement, scorching ray;* (3rd) *consult spirit, dispel magic lightning bolt;* SV Fort +10, Ref +8, Will +5; AL L; Crit M/d14.

Bestow blessing (2/week): The gynosphinx may grant powerful blessings (judge's discretion) to up to two individuals per week. No target may ever receive more than one blessing of this type.

Hardy (1/day): The round after being reduced to 0 hit points, the gynosphinx rises from apparent death, regaining 10 hit points.

Translocation: As an action, the gynosphinx may open a 10′ diameter trans-dimensional portal to any known location within 1 mile. The portal may be placed beneath unwary targets (DC 18 Reflex save to avoid).

True sight: A gynosphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Behind the basin crouches a magnificent leonine creature with folded feathery wings. She has long flowing blonde hair, held in place with a golden circlet. A matching breastplate covers her chest. She patiently sits, her eyes closed.

SPIDER

Spider, warp: Init +3; Atk bite +6 melee (1d6+2 plus poison (paralyzed 2d5 rounds, DC 10 Fort save negates)); AC 14; HD 3d8; MV 40′; Act 1d20; SP dimensional flux, enshroud, webbing; SV Fort +4, Ref +4, Will +3; AL N; Crit M/d8.

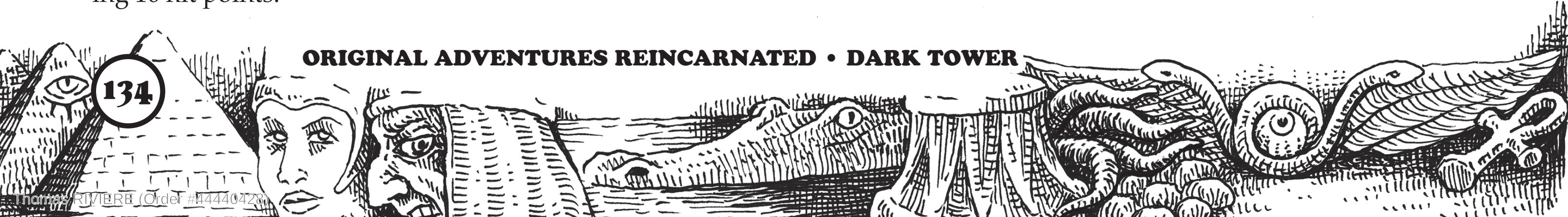
Dimensional flux: When attacking, warp spiders rapidly flash in and out of reality, making them frustratingly difficult to hit. Attacks targeting them directly suffer a -1d penalty to hit and they suffer half or no damage (depending on a successful save) from area of effect spells.

Enshroud: Warp spiders will seek to hurriedly immobilize victims who are paralyzed by their bite, wholly mummifying them with their silk. It takes a warp spider 6 rounds to encase a human-sized creature, over the course of which the victim suffers 1d3 damage per round as they are compressed by the ever-tightening layers of silk.

Webbing: Warp spiders are not able to launch webbing to ensnare their prey, instead using more traditional webbing to trap the unwary. A creature that touches the web is held fast, able to escape only by making a successful DC 20 Strength or Agility check. The web can be burned off (possibly wounding captured creatures) or hacked through with a very sharp blade by a creature not already caught (AC 16, 5 hp to free one creature). A dull blade or blunt object will simply become entangled; even a strike with an exceptionally sharp blade has a 25% chance of entangling the weapon. Melee attacks aimed at the creatures held by the web run a 10% risk per attack of entangling the attacker. Attacks aimed at creatures enshrouded within the webbing deal half damage to the victim within the web.

TEMPLE GUARDIAN

Temple guardian: Init +1; Atk khopesh +12 melee (1d8+3 plus disarm on critical hit); AC 22; HD 6d8; MV 40′, fly 60′; Act 2d20; SP true sight, magic resistance (all spells cast against a temple guardian are subject to a 25% chance of



failure before saves are rolled), spell immunity (*bolt from the blue*); SV Fort +8, Ref +4, Will +6; AL N; Crit IV/d12.

True sight: The eyesight of the temple guardians extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Dressed in black full plate armor and carrying a khopesh the figure has a helm in the shape of a jackal/ibis while the other has a head resembling that of an ibis. A sickly green glow radiates from between the plates of their armor.

TRANSDIMENSIONAL SERPENT

Transdimensional serpent: Init +8; Atk bite +6 melee (2d6+3 plus poison (4d8, DC 25 Fort save for half damage)); AC 22; HD 10d12; MV 30', swim 30'; Languages: Demonic; SP spitting (1/hour); Act 3d20; SV Fort +3, Ref +8, Will +2; AL C; Crit M/d16.

Spitting (1/hour): The spittle is a spray 30' long x 20' wide at its terminus. All within are affected by the snake's poison.

This huge reptilian creature resembles a massive, rearing cobra. Unlike other snakes, it keeps its head perpetually raised and never lowers it to the ground, even when moving.

VINE HORROR

Vine horror, prime: Init +2; Atk vine +2 melee (2d7 plus entangle); AC 17; HD 8d10; MV 20'; Act 2d30; SP elemental healing (electricity), entangle (automatic 2d8+2 damage on next round if both vine attacks land; DC 20 Strength check to escape); SV Fort +6, Ref +0, Will +4; AL C; Crit M/d14.

Elemental healing (electricity): A prime vine horror is healed by exposure to electricity damage. When damage is inflicted by electricity, the prime vine horror is instead healed by the same amount.

WERECREATURES

WERECROCODILE

Werecrocodile (hybrid form): Init [+0]; Atk bite [+2] melee (2d6+[+2] plus crushing bite and lycanthropy (DC 12 Fort save negates lycanthropy)), or by weapon [+2] melee ([+2]); AC [+0]; HD [+0]; hp [+10]; MV 30', swim 30'; Act [+0]; SP werecreature traits; SV Fort [+3], Ref [-1], Will [+1]; AL C; Crit M/varies.

Crushing bite: When biting, for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Werecrocodile (crocodile form): Init [+4 (in water)]; Atk bite [+2] melee (2d6+[+2] plus crushing bite and lycanthropy (DC 12 Fort save negates lycanthropy)); AC 17; HD [+0]; hp [+10]; MV 30', swim 60'; Act 2d24; SP werecreature traits; SV Fort [+6], Ref [-2/+4 (in water)], Will [+0]; AL C; Crit DR/varies.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation. These forms enhance some normally existing abilities and attributes (represented by [+X] or [-X] in the stat blocks).

Trigger (anger): A werecrocodile in human form transforms into their animal form when they become angered. Only when the source of their anger is absent or resolved may the werecrocodile change back.

Vulnerable to silver: Werecreatures suffer double damage from silver weapons They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

WEREJACKAL

Werejackal (hybrid form): Init [+0]; Atk bite [+1] melee (1d5+ [+0] plus lycanthropy (DC 10 Fort save negates)) or by weapon; AC [+1]; HD [+0]; hp [+0]; MV 30'; Act [+1]; SP werecreature traits, sleep gaze; SV Fort [+0], Ref [+1], Will [+1]; AL C; Crit M/varies.

Sleep gaze: As an action, a werejackal in hybrid form can stare at a victim within 30', putting them into a magical slumber lasting 1 turn (DC 14 Will save negates). A successful save provides immunity to this effect for the next 24 hours.

Werejackal (jackal form): Init +1; Atk bite [+1] melee (1d3+1 plus lycanthropy (DC 10 Fort save negates)); AC 13; HD [+0]; hp [+0]; MV 40'; Act [+0]; SP werecreature traits, pack hunter; SV Fort [+3], Ref [+2], Will [+1]; AL C; Crit M/varies.

Pack hunter: When multiple werejackals in jackal form are attacking a single target, each jackal gain a cumulative +1 bonus to hit and damage for each additional pack member involved.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation. These forms enhance some normally existing abilities and attributes (represented by [+X] or [-X] in the stat blocks).

Trigger (sight of rising/setting sun): Werejackals are triggered by the sight of the rising and setting sun in their human form.

Vulnerable to silver: Werecreatures suffer double damage from silver weapons They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

WRAITH

Wraith: Init +3; Atk draining touch +8 melee (2d3 points from a single physical attribute, player's discretion); AC 13; HD 5d12; MV fly 50′; Act 2d20; SP un-dead traits, horrid appearance, immune to weapons of enchantment of +2 or less; SV Fort +4, Ref +6, Will +8; AL C; Crit U/d10.

Horrid appearance: Simply glimpsing the wraith causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -2d attack penalty.

Un-dead traits: Wraiths are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Formed equally of fog and shadow, this unnatural creature has a vaguely humanoid shape. It floats with wisps of fog curling in the air around it. Eyes like smoldering coals watch you intently. Its very existence unnerves and offends on a base level. The hairs on the nape of your neck rise, and your arms break out in gooseflesh.

ZOMBIE

Zombie crocodile: Init -8/-4 (in water); Atk bite +8 melee (3d5+10) or tail +8 melee (3d8+10); AC 14; HD 8d8; MV 20′, swim 40′; Act 1d24; SP un-dead traits; SV Fort +7, Ref -4/+0 (in water), Will -1; AL N; Crit U/d8.

Un-dead traits: Zombie crocodiles are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

NEW MEN AND MAGICIANS

Blacksmith: Init +0; Atk hammer +2 melee (1d6+2); AC 12; HD 1d10; MV 30′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL N; Crit III/d6.

Champion of Set: Init +2; Atk +*2 khopesh* +10 melee (1d8+5 plus disarm on critical hit, +1d8 damage against a follower of Mitra); AC 23; HD 8d12+30; MV 20′; Act 2d20; SP infravision 100′, cleric abilities ((+11 spell check): *cause harm, lay on hands, turn unholy*), telepathy, immune to disease, *charm*, *sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells (1st) *bless, darkness, word of command;* (2nd) *banish, curse, lotus stare;* (3rd) *bolt from the blue*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

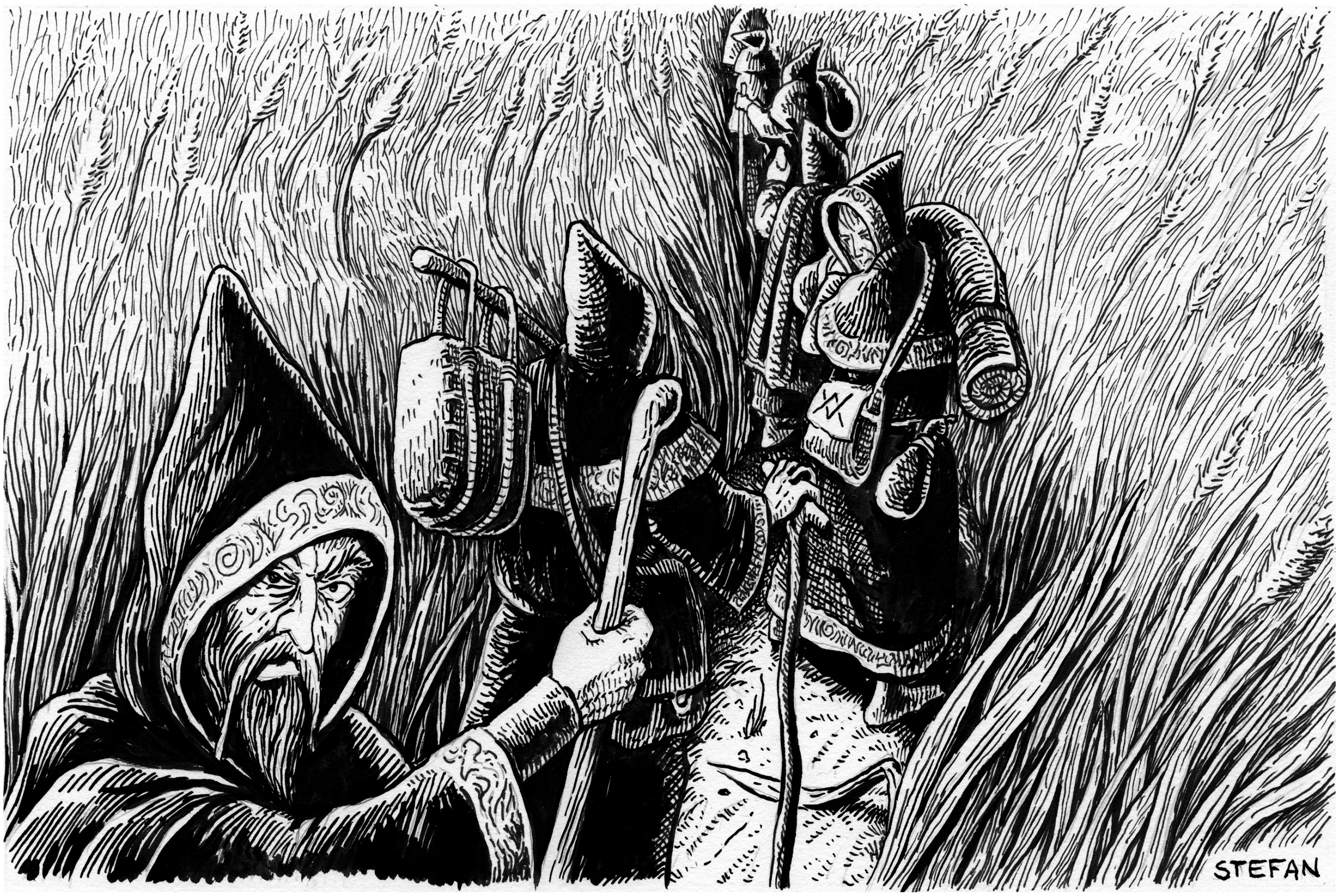
Cause harm: A champion of Set may inflict damage in similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

FOLLOWERS AND PRIESTS OF CAPHET

Wandering the Crimson Reed Oasis are three separate groups consisting of a single **priest of Caphet** and 3d6+10 **followers of Caphet**. Each group visits the same temple once per month for a night of worship and sacrifice; for the remainder of the month, the groups hunt and forage in the oasis for themselves as well for the temple guardians, but never being further away than 10-15 minutes from one of the temples. Travelers who find themselves entering the oasis and discovered by a group are offered a chance to pledge their lives to Caphet (and accept a horrific curse should they ever leave the oasis); any who resist are taken prisoners and offered as a sacrifice at the next temple visit. (A sacrifice is done in order to pour blood over the heart-piece; the followers believe this is done to increase Caphet's powers and range of influence, but it offers no real benefit.)

There are three groups of followers (each led by a priest of Caphet) who wander the oasis while not worshiping at one of the three temples. Each group is occasionally divided in half, with one half staying within 10-15 minutes of a temple while the other half goes out to forage for food and



water. All three groups believe they are the favored group of Caphet, but in truth Caphet cares nothing for any of them beyond the added protection they bring in attacking trespassers who enter the oasis. The group will change in size as followers are occasionally attacked by wild animals or killed by trespassers. The groups will always attempt to capture one or two trespassers and attempt to convert them into followers.

- **Caphet's Grasp:** The first group calls itself Caphet's Grasp and is led by a priest of Caphet named Tronna. This group visits the Granite Temple to worship Caphet and make sacrifices, while also providing food and water to the temple's guardian, Chuskra.
- **Caphet's Gaze:** The second group calls itself Caphet's Gaze and is led by a priest of Caphet named Sterrif. This group visits the Sandstone Temple to worship Caphet and make sacrifices. The group also provides food and water to the temple's guardian, Blumbill.
- **Caphet's Maul:** The third group calls itself Caphet's Maul and consists of a priest of Caphet named Anin. This group visits the Quartz Temple to worship Caphet and make sacrifices. The group also provides food and water to the temple's guardian, Lashmag.

Follower of Caphet: Init +5; Atk khopesh +4 melee (1d8+4 plus disarm on critical hit) or shortbow +6 missile fire (1d6); AC 15 (leather & shield); HD 3d12; MV 25'; Act 1d20; SP pile on; SV Fort +6, Ref +5, Will +3; AL C; Crit 19-20 IV/d16.

Pile on: When multiple followers of Caphet crowd around a single target in hopes of grappling them the group makes a single roll. The first additional follower assisting grants a +1d bonus with each additional follower lending aid granting a +1 to the check. No more than six followers can attack a human-sized opponent.

A follower of Caphet receives basic training in combat by those fellow followers with combat training who have been captured and converted. Those with spell casting abilities are typically sacrificed by the priest of Caphet who does not wish followers to have the ability to use magic. Followers retain the armor and dress they used before capture, but it is stained green to blend in with the oasis terrain.

Priest of Caphet (cleric): Init +2; Atk mace-axe +2 melee (2d6) or shortbow +3 missile fire (1d6); AC 16 (scale mail); HD 4d8+4; MV 25'; Act 1d20; SP cleric abilities ((+6 spell check): *lay on hands*, *turn unholy, divine aid*), half damage from lightning, immune to petrification, spellcasting (+6 spell check): Spells (1st) *blessing, darkness, food of the gods, holy sanctuary, profane flame* (see Appendix D), *word of* *command*; (2nd) *curse, divine symbol, lotus stare, snake charm*; SV Fort +6, Ref +5, Will +8; AL C; Crit III/d10.

The priest of Caphet is a fanatic and inspires others to follow Caphet without question. The priest has been endowed by Caphet with a resistance to lightning and immunity to petrification. A priest always has a follower who is trained as a replacement should the priest fall in combat. Dressed in a green tunic beneath leather armor, the priest wields a mace-axe with the symbol of Caphet emblazoned on the metal and stained green.

Smithy apprentice: Init +0; Atk club +2 melee (1d4+2); AC 12; HD 1d8; MV 30′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Apprentices are the backbone of any forge, performing base labors to increase the output of the master blacksmith. A life of hard labor strengthens and toughens them, making them more than a match for any unruly villager.

Watch captain: Init +1; Atk longsword +3 melee (1d8) or shortbow +3 missile fire (1d6); AC 16 (chainmail); HD 2d8; MV 20′; Act 1d20; SV Fort +2, Ref +2, Will +1; AL C; Crit III/d8.

Zealot: Init +2; Atk dagger +3 melee (1d4+2) or +3 missile fire (1d4) and bite +3 melee (1); AC 14; HD 2d12; MV 30′; Act 1d20; SP battle madness; SV Fort +3, Ref +2, Will +0; AL C; Crit III/d8.

Battle madness: When first wounded, the zealot is overtaken by battle madness. They gain+10 temporary hit points and a +5 to all attacks, damage, and saving throws while in combat. After 1 turn this madness fades causing them to lose any remaining temporary hit points. If this brings their hit point total to 0 or less, they drop dead from their wounds.

APPENDIX C

NPCs

AL-SADIKI, ELDER MUMMY

al-Sadiki (mummy, elder): Init +0; Atk choke +7 melee (1d7 / 2d7 / 3d7 / etc.) or club +7 melee (1d6+3); AC 13; HD 16d12+16; hp 120; MV 20′; Act 1d20; SP damage reduction 10, magic resistance (all spells cast against an elder mummy are subject to 50% chance of failure before saves are rolled), mummy rot (1 Stamina loss per day, DC 12 Fort save negates), vulnerable to fire (double damage), un-dead traits, *ring of fire resistance* (see Appendix D), spellcasting (+10 spell check): Spells (1st) *blessing, paralysis, protection from evil, word of command;* (2nd) *binding, curse;* (3rd) *bolt from the blue;* (4th) *affliction of the gods, vermin blight*; SV Fort +8, Ref +4, Will +20; AL C; Crit U/d24.

Choke: An elder mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d7 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d7 damage. If the third attack succeeds for a third round, the attack causes 3d7, then 4d7, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: An elder mummy suffers double damage from fire.

ATAMEP, GYNOSPHINX

Atamep (sphinx, gyno): Init +2; Atk claw +8 melee (2d8); AC 20; HD 8d10; hp 800; MV 40′, fly 60′; Act 2d24; SP true sight, bestow blessing (2/week), hardy (1/day), *haste* (2/day, spell check result of 24), translocation, attacks treated as magical, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, comprehend languages, darkness, detect magic, force manipulation, magic shield*; (2nd) *invisibility, locate object, phantasm, ray of enfeeblement, scorching ray*; (3rd) *consult spirit, dispel magic lightning bolt*; SV Fort +10, Ref +8, Will +5; AL L; Crit M/d14.

Bestow blessing (2/week): The gynosphinx may grant powerful blessings (judge's discretion) to up to two individuals per week. No target may ever receive more than one blessing of this type.

Hardy (1/day): The round after being reduced to 0 hit points, the gynosphinx rises from apparent death, regaining 10 hit points.

Translocation: As an action, the gynosphinx may open a 10′ diameter trans-dimensional portal to any known location within 1 mile. The portal may be placed beneath unwary targets (DC 18 Reflex save to avoid).

True sight: A gynosphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

BASSANTHA, DESERT DRAGON

Bassantha (average sized ancient dragon): Init +12; Atk claw (x2) +12 melee (1d8) and bite +12 melee (1d12) and tail slap +12 melee (1d20) and wing buffet +14 melee (2d12) or breath weapon (special); AC 29; HD 10d12; hp 80; MV 50′, fly 100′; Act 5d20+1d30 (spells)+1d20 (spells); SP breath weapon (sand, 3/day), dust cloud (1/turn), *gust of wind* (1/day), heat metal (3/hour), spellcasting (+6 spell check): Spells (1st) any 2; (2nd) any 2; SV Fort +12, Ref +12, Will +12; AL N; Crit DR/2d14.

Breath weapon (sand, 3/day): Bassnatha breathes a cone of scouring sand 40′ long x 20′ wide, inflicting damage equal to half her hit points (DC 22 Fort save for half damage).

Dust cloud (1/turn): Bassantha can summon a dust cloud that is 10′ wide at its base and up to 50′ tall. Targets within suffocate (1d4 Stamina/round, DC 22 Fort save negates). Cloud remains while dragon concentrates; when concentration ends, cloud disperses in 1d4 rounds, retaining full strength until dispersed.

Gust of wind (1/day): Bassantha can generate powerful hurricane-strength wind, blowing in a single direction originating from the dragon in cone shape up to 100′ wide at termination. Creatures are blown backward 120′ and suffer 12d4 damage (DC 22 Strength check negates).

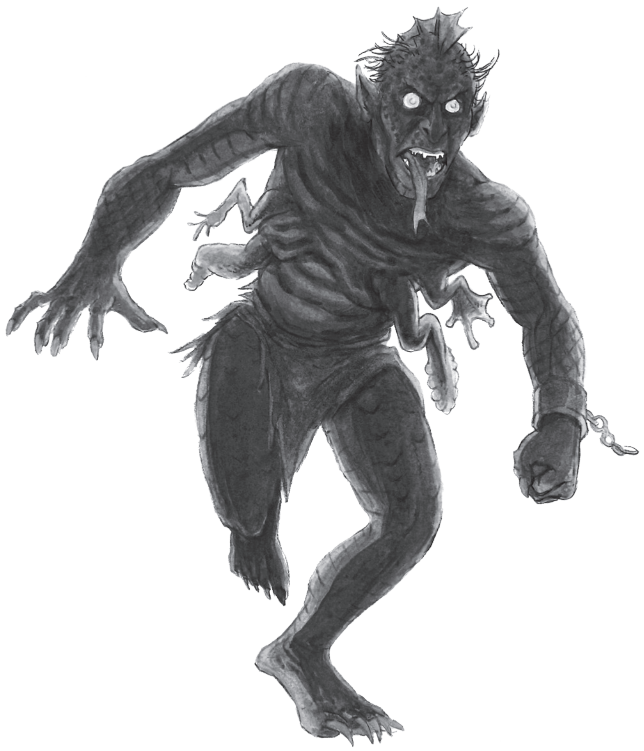
Heat metal (3/hour): Bassantha can heat one metal object to painful levels. This ability inflicts 1d8 damage per round to characters holding heated objects or 1d10 damage per round to characters wearing heated armor.

BLIMBILL, BASILOID AND GUARDIAN OF THE SANDSTONE HEART

Blumbill, guardian of the Sandstone Heart (basiloid): Init +1; Atk +4 *guardian mace-axe of Caphet* (see Appendix D) +11+1d4 melee (2d6+6 plus eviscerator) or gaze (special); AC 22 ; HD 9d8+27; hp 100; MV 40′; Act 2d20; SP elf abilities (infravision 60′), damage reduction 5, gaze (petrify, DC 16 Will save negates), sneak silently +10, smell prey (+10 to checks to detect and locate living creatures), spellcasting (+12 spell check): Spells (1st) *choking cloud, flaming hands, sleep, spider climb;* (2nd) *fire resistance, monster summoning, silence;* (3rd) *lightning bolt, mystic serpent* (see Appendix D), *slow;* (4th) *transmute earth*; (5th) *Hepsoj's fecund fungi*; SV Fort +12, Ref +7, Will +5; AL C; Crit IV/d14 or M/d14 (judge's discretion).

Gaze: A basiloid can use an action to lock eyes with a living creature; the target that looks a basilisk in the eye must make a DC 16 Will save or be turned to stone.

Before you is the broken form of an elf and lizard hybrid. He walks upright on two powerful legs, but several more pairs of lizard-like appendages line its torso. Its opaque eyes swivel in its eye sockets, seeking targets.



CASANDRA, SERVANT OF CAPHET

Candra Windspeaker (elf, servant of Caphet): Init +3; Atk diseased claws +4 melee (2d6 plus disease); AC 16; HD 8d12; hp 60; MV 30′; Act 2d20; SP elf abilities (infravision 60′), damage reduction 7, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), un-dead traits, spellcasting (+9 spell check): Spells (1st) *charm person, color spray, magic shield, spider climb*; (2nd) *fire resistance, Nythuul's porcupine coat, spider web*; (3rd) *dispel magic, haste, wizard staff;* (4th) *control fire*; SV Fort +5, Ref +7, Will +14; AL C; Crit II/d14.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Servants of Caphet are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

CHUSKRA, UN-DEAD GUARDIAN OF THE GRANITE HEART

Chuskra, Guardian of the Granite Heart (un-dead warrior): Init +12; Atk *guardian khopesh of Caphet* (see Appendix D) +7+deed melee (1d8+7+deed plus disarm on critical hit), short sword +5 melee (1d6), or dagger +5 melee (1d4, 1d10 on backstab) or +5 missile fire (1d4); AC 25 *(+3 full plate* & *+1 shield*); HD 10d12+30; hp 115; MV 30′; Act 2d20+1d14; SP warrior abilities (d10+4 deed die), frightening visage, magic resistance (all spells cast against Chuskra are subject to 15% chance of failure before saves are rolled), teleport, un-dead traits; SV Fort +9, Ref +6, Will +3; AL C; Crit 17-20 V/2d20.

Frightening visage: Chuskra's visage is absolutely terrifying. All who look upon her must flee in terror for 1d4 turns (DC 20 Will save negates, with an additional save being allowed each round). Once a victim has saved, they are immune to further exposures to her visage for the remainder of the encounter.

Teleport: As an action, Chuskra may teleport herself, or one chosen target within line of sight, to the Granite Temple entrance (DC 18 Will save negates).

Un-dead traits: Chuskra is un-dead, and thus can be turned by clerics. She does not eat, drink, or breathe, and is immune to critical hits, disease, and poison. As un-dead, she is immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

A former powerful warrior, the despicable creature now in front of you is a withered, bent hag. Shroud in baleful robes, she wobbles forward, leaning heavily on a hooked sword as a staff.

DAMUSHM, ELEMENTAL PRINCE OF AIR

Damush (elemental prince, air): Init +12; Atk slam +12 melee (2d16) or hurled object +12 missile fire (1d12, range 100); AC 20; HD 24d8; hp 108; MV fly 50'; Act 3d20; SP cyclone, pick up opponent, elemental traits, *token of return* (see Appendix D), spellcaster (+10 spell check): Spells (1st) *choking cloud, color spray, detect magic, feather fall, force manipulation, magic shield*; (2nd) *invisibility, invisible companion, knock, levitate, phantasm*; (3rd) *consult spirit, dispel magic, fly, gust of wind, lightning bolt*; (4th) *polymorph, wizard sense*; SV Fort +10, Ref +15, Will +12; AL N; Crit M/d30.

Cyclone (1/turn): Damush can take a round to whip his winds into a full-fledged cyclone. On the second round, after the cyclone is formed, Damush transforms into a reverse cone, 15' wide at the bottom and up to 100' tall, with a width equal to its height. The cyclone lasts only 1d3 rounds, but during that time, everything touched by Damush's normal course of motion suffers 8d6 damage.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

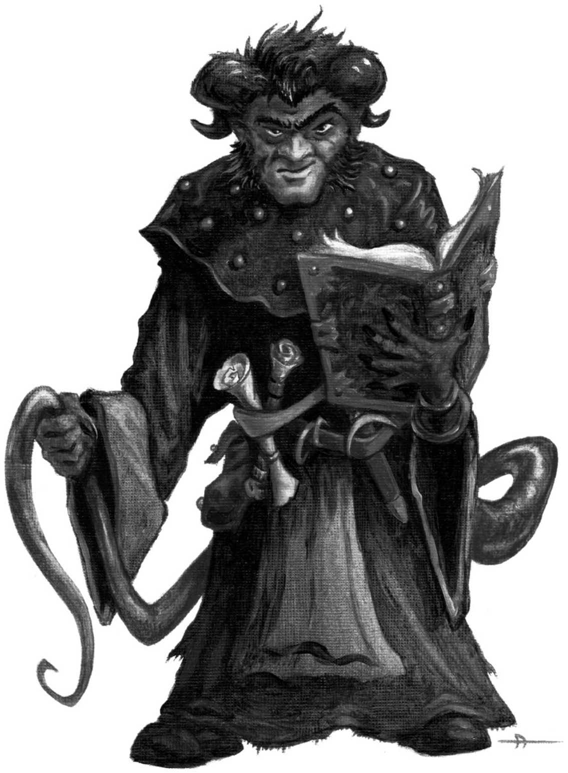
Pick up opponent: Damush can pick up even a giant-sized creature. Opponents may make an opposed Strength check (versus +8) or be flung upwards 1d6 x 10', taking 1d6 damage per 10' fallen as a result.

ETAN, THIEF

Etan (thief): Init +1; Atk cane +4 melee (1d4+2, 1d10+2 when backstabbing); AC 15 (studded leather); HD 4d6+4; hp 22; MV 30'; Act 1d20; SP thief skills (backstab +8, sneak silently +9, hide in shadows +8, pick pocket +4, climb sheer surfaces +8, pick lock +8, find trap +6, disable trap +4, forge document +3, disguise self +6, read languages +1, handle poison +8, cast spell from scroll d12-1); SV Fort +3, Ref +3, Will +0; AL C; Crit II/d16.

FAWLIK THE SAGE, WIZARD

Fawlik the Sage (wizard): Init +1; Atk dagger +2 melee (1d4) or +2 missile fire (1d4, range 30); AC 10; HD 5d4+5; hp 25; MV 30'; Act 1d20+1d14; Languages: Common, Elf, Demonic, Sphinx; SP Khonsurian expert, spellcasting (+7 spell check): Spells (1st) *burning hands, chill touch, comprehend languages, detect magic, force manipulation, magic missile, magic shield, mending;* (2nd) *mirror image*; SV Fort +2, Ref +2, Will +4; AL L; Crit I/d10.



Khonsurian expert: Fawliq gains a +1d bonus on all skill checks involving the history of the Khonsurian Empire.

The hunched figure pours over an ancient text while he twiddles the end of whip-like tail. As he looks up, you are greeted with a gnarled face lined with mutton-chops, and messy black hair with gray streaks. A pair of smooth curved black horns adorn the crown of his head.

GILEM, BODY GUARD

Gilem: Init +2; Atk longsword +5 melee (1d8+2); AC 16 (chainmail & shield); HD 3d12; hp 28; MV 30'; Act 1d20; SV Fort +1, Ref +4, Will -1; AL C; Crit IV/d16.

HANN DARKFLAME, SERVANT OF CAPHET

Hann Darkflame (thief, servant of Caphet): Init +3; Atk diseased claws +5 melee (2d6 plus disease); AC 15; HD 8d12+10; hp 70; MV 30'; Act 2d20; SP thief skills: backstab +11, sneak silently +14, hide in shadows +15), damage reduction 7, mummy rot (1 Stamina damage per day, DC 12 Fort save negates), un-dead traits; SV Fort +7, Ref +7, Will +12; AL C; Crit II/d30+2.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Servants of Caphet are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

HEKA, WEREJACKAL WIZARD

Heka (werejackal wizard, human form): Init +0; Atk dagger +3 melee (1d4+1); AC 14; HD 7d4+14; hp 47; MV 30'; Act 2d20; SP werecreature traits (shapeshift, trigger (sight of rising/setting sun), half damage from non-magical weapons, vulnerable to silver (double damage)), mute, sleep gaze, spellcasting (+10 spell check): Spells (1st) *choking cloud, color spray, force manipulation, read magic, sleep*; (2nd) *fire resistance, mirror image, ray of enfeeblement, silence* (see Appendix D); (3rd) *lightning bolt, mystic serpent* (see Appendix D); (4th) *control fire*; SV Fort +2, Ref +3, Will +4; AL C; Crit I/d12.

Sleep gaze: As an action, a werejackal in hybrid form can stare at a victim within 30', putting them into a magical slumber lasting 1 turn (DC 14 Will save negates). A successful save provides immunity to this effect for the next 24 hours.

Trigger (sight of rising/setting sun): Werejackals are triggered by the sight of the rising and setting sun in their human form.

Heka (werejackal wizard, hybrid form): Init +0; Atk bite +4 melee (1d5+1 plus lycanthropy (DC 10 Fort save negates)) or dagger +3 melee (1d4+1); AC 14; HD 7d4+14; hp 47; MV 30'; Act 3d20; SP werecreature traits, mute, sleep gaze, spellcasting (+10 spell check): Spells (1st) *choking cloud, color spray, force manipulation, read magic, sleep*; (2nd) *fire resistance, mirror image, ray of enfeeblement, silence* (see Appendix D); (3rd) *lightning bolt, mystic serpent*; (4th) *control fire*; SV Fort +2, Ref +4, Will +5; AL C; Crit M/d12.

Sleep gaze: As an action, a werejackal in hybrid form can stare at a victim within 30', putting them into a magical slumber lasting 1 turn (DC 14 Will save negates). A successful save provides immunity to this effect for the next 24 hours.

Heka (werejackal wizard, jackal form): Init +1; Atk bite +4 melee (1d3+1 plus lycanthropy (DC 10 Fort save negates)); AC 13; HD 7d4+14; hp 47; MV 40'; Act 2d20; SP werecreature traits, pack hunter, mute; SV Fort +3, Ref +2, Will +1; AL C; Crit M/d12.

Pack hunter: When multiple werejackals in jackal form are attacking a single target, each jackal gain a cumulative +1 bonus to hit and damage for each additional pack member involved.

Mute: Unable to speak, Heka has learned the casting of spells by gesture alone and is unaffected by *silence.*

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

KICHKEM, SERVITOR

Kichkem (servitor): Init +4; Atk claw +6 melee (paralysis, 1d4 days, DC 16 Fort save negates) or bite +1 melee (1d3); AC 16; HD 1d8+4; hp 10; MV 40'; Act 2d20; SP , spellcasting (+4 spell check): Spells (1st) *cantrip*, invisibility (2/day, 1d4 hours, broken if attacking); SV Fort +3, Ref +6, Will +8; AL C; Crit M/d6.

KOLRIC STONEFIST, SERVANT OF CAPHET

Kolric Stonefist (dwarf, servant of Caphet): Init +0; Atk diseased claws +3+deed melee (2d6+3+deed plus disease); AC 15; HD 8d12+18; hp 100; MV 20'; Act 2d20; SP dwarf abilities (infravision 60', d10+2 deed die), damage reduction 7, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), un-dead traits; SV Fort +7, Ref +7, Will +13; AL C; Crit V/d30+2.

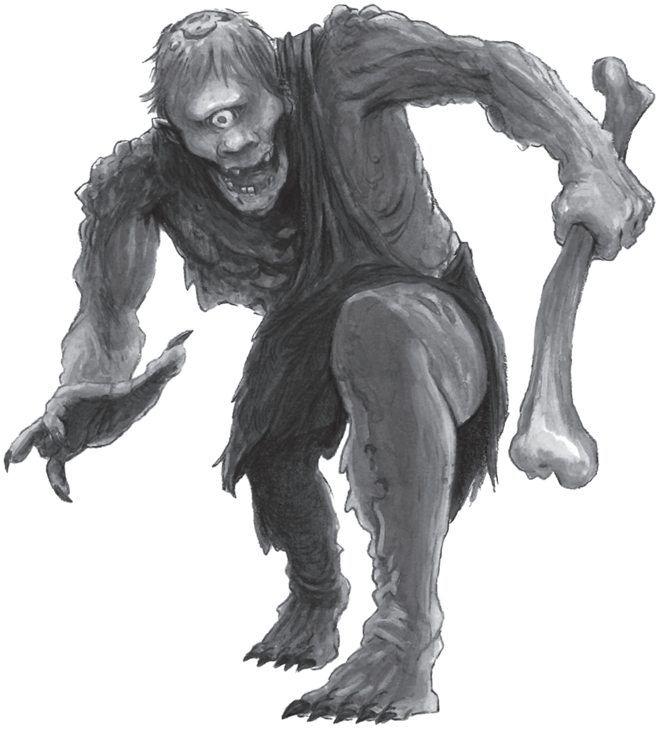
Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Servants of Caphet are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

LASHMAG, NECRYCLOPS AND GUARDIAN OF THE QUARTZ HEART

Lashmag, "guardian" of the Quartz Heart (necryclops): Init +1; Atk *leg of Krimaret* (see Appendix D) +11 melee (1d8+5 plus stunning blow (1d5 rounds, DC 15 Fort save negates)) or leeching gaze (special); AC 18; HD 8d8+32; hp 80; MV 40'; Act 2d24; SP un-dead traits, true sight, damage reduction 5, spellcasting (+8 spell check): Spells (1st) *color spray, detect magic, flaming hands, force manipulation, ward portal*; (2nd) *fire resistance, mirror image, ray of enfeeblement, scorching ray*; (3rd) *demon summoning (Set), slow*; (4th) *polymorph*; SV Fort +10, Ref +3, Will +4; AL C; Crit 22-24 G/d4.

Leeching gaze: As an action, Lashmag may target a creature within 30' with its gaze, draining them of 4 HD of damage and adding half of those points to his current hit point total (allowing him to increase beyond his starting maximum) (DC 16 Will save negates).



True sight: Lashmag's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. He can see invisible creatures and is never fooled by illusions.

This hulking brute towers over your pathetic form. Its pallid flesh is rent and torn, and a single piercing eye is centered under a sloping forehead covered with wispy clumps of hair.

MILAR SKYBLAZE, SERVANT OF CAPHET

Milar Skyblaze (warrior, servant of Caphet): Init +11; Atk diseased claws +2+deed melee (2d6+deed plus disease); AC 17; HD 8d12+10; hp 85; MV 30'; Act 2d20; SP warrior abilities (d10+2 deed die, +8 initiative), damage reduction 7, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), un-dead traits; SV Fort +8, Ref +8, Will +12; AL C; Crit 18-20 V/2d20.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Servants of Caphet are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

RYNCHUS, WERECROCODILE HIGH PRIEST

Rynchus (werecrocodile cleric of Sobek, human form): Init +0; Atk macan +6 melee (1d8+1), *rod of Sobek* (see Appendix D) +7 melee (2d6+2 or 2d6+2 plus grapple), or by weapon; AC 17 (half-plate); HD 7d8+7; hp 48; MV 30'; Act 1d20+1d16; SP cleric abilities ((+7 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), werecreature traits, *cape of the river* (see Appendix D), holy symbol (Sobek), *rod of Sobek* (see Appendix D), *whispering band* (see Appendix D), scroll of *righteous fire* (7d10+2, DC 26 Ref save for half damage; any creature slain by the fire is completely incinerated, leaving no remains and likely no possibility of revivification, range 20' cubic area), scroll of *whirling doom,* spellcasting (+7 spell check): Spells (1st) *blessing, darkness, detect magic, holy sanctuary, paralysis, protection from evil, word of command*; (2nd) *banish, binding, curse, divine symbol, lotus stare, restore vitality*; (3rd) *animate dead, bolt from the blue, spiritual weapon, true name* (4th) *vermin blight*; SV Fort +4, Ref +2, Will +6; AL C; Crit III/d14.

Cause harm: A cleric of Sobek may inflict damage in similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Trigger (anger): A werecrocodile in human form transforms into their animal form when they become angered. Only when the source of their anger is absent or resolved may the werecrocodile change back.

Rynchus (werecrocodile cleric of Sobek, hybrid form): Init +0; Atk bite +8 melee (2d6+3 plus crushing bite and lycanthropy (see Appendix D) (DC 12 Fort save negates lycanthropy)), macan +8 melee (1d8+3), *rod of Sobek* +9 melee (2d6+4 or 2d6+4 plus grapple), or by weapon; AC 17 (half-plate); HD 7d8+7; hp 58; MV 30′, swim 30′; Act 1d20+1d16; SP cleric abilities ((+7 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), werecreature traits, *cape of the river* (see Appendix D), holy symbol (Sobek), *rod of Sobek* (see Appendix D), *whispering band* (see Appendix D), scroll of *righteous fire* (7d10+2, DC 26 Ref save for half damage; any creature slain by the fire is completely incinerated, leaving no remains and likely no possibility of revivification, range 20′ cubic area), scroll of *whirling doom,* spellcasting (+7 spell check): Spells (1st) *blessing, darkness, detect magic, holy sanctuary, paralysis, protection from evil, word of command*; (2nd) *banish, binding, curse, divine symbol, lotus stare, restore vitality*; (3rd) *animate dead, bolt from the blue, spiritual weapon, true name* (4th) *vermin blight*; SV Fort +7, Ref +1, Will +7; AL C; Crit M/d12.

Crushing bite: When biting, for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Rynchus (werecrocodile cleric of Sobek, crocodile form): Init +0/+4 (in water); Atk bite +10 melee (3d6+10 plus crushing bite and lycanthropy (see Appendix D) (DC 12 Fort save negates lycanthropy)) and tail +12 melee (3d10+10); AC 17; HD 7d8; hp 68; MV 30′, 60′ swim; Act 2d24; SP werecreature traits; SV Fort +10, Ref +0/+4 (in water), Will +6; AL C; Crit 22-24 DR/d12.

Crushing bite: When biting, for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

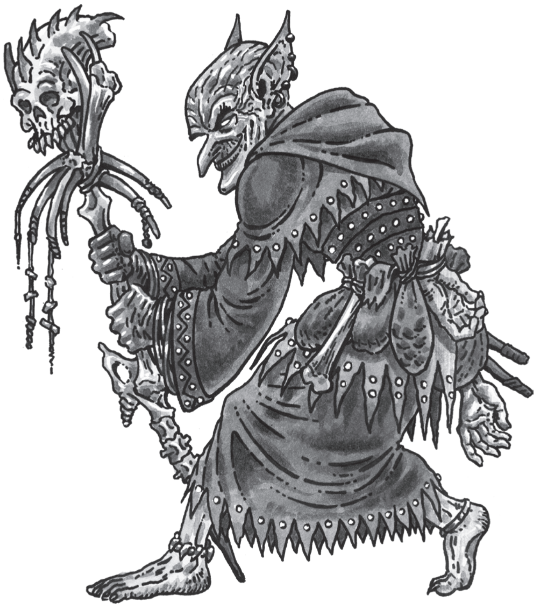
Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable: Werecreatures suffer double damage from silver weapons They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

SADIQ ALMAWTA, WIZARD

Sadiq Almawta (wizard): Init +0; Atk dagger +4 melee (1d4) or *+1 wizard staff of Sadiq Almwata* (see Appendix D) +5 melee (1d4+10); AC 15 (chainmail); HD 9d4+9; hp 45; MV 30′; Act 1d20+1d20 (spells); Occupation: grave digger; Languages: Common, Angelic, Chaos, Dragon, Dwarf, Elf, Demonic, Giant, Serpent-Man; SP infravision 60′, immune to *sleep, charm,* and *paralysis* spells, sworn against Mitra, scroll of *righteous fire,* scroll of *weather control,* spellcasting (+13 spell check): Spells (1st) *cantrip, chill touch, detect magic, force manipulation, magic missile* (+15 spell check), *magic shield*; (2nd) *arcane affinity* (necromancy), *mirror image* (d16 action die), *wizard staff;* (3rd) *animate dead* (d24 action die), *dispel magic, fly, lightning bolt, sword magic*; (4th) *control ice, polymorph*; (5th) *magic bulwark, mind purge* (+2 spell check); SV Fort +5, Ref +5, Will +7; AL C; Crit I/d14.



Sworn against Mitra: Sadiq is sworn to defeat the minions of Mitra. When battling the forces of Mitra, Sadiq gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures and commoners.

Standing over the altar is a bald humanoid with a slight build. He has knife-like ears and dried, cracked skin. He looks over his shoulder, acknowledging the intrusion with a sinister smile and bright eyes.

SHARD, LIMESTONE GOLEM

Shard (golem, limestone): Init +1; Atk fist +8 melee (1d10+6 plus bleeding wound) or +2 prismatic spear +10 melee (1d8+6 plus blindness (2d3 rounds, DC 12 Fortitude save negates); AC 18; HD 18d10; hp 80; MV 30′; Act 2d20; SP golem traits, blindsight 100′, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +6, Ref +2, Will +0; AL N; Crit M/d30.

Bleeding wound: The golem slashes its foe with its razor-like fingers, inflicting a bleeding wound which inflicts +1 damage per round until an action is taken to staunch the bleeding. Multiple attacks of this sort stack, and each requires an action to halt the blood flow.

Elemental healing (electricity): A limestone golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the limestone golem is instead healed by the same amount.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

The leaning limestone obelisk shatters, splitting into two rough legs and two crude arms. A few runes on its upper surface glow, creating a hellish visage.

SOUKHOS, SACRED CROCODILE

Soukhos (crocodile, sacred): Init +0/+4 (in water); Atk bite +10 melee (3d6+12 plus grapple) and tail +12 melee (3d10+12 plus prone (DC 15 Reflex save negates)); AC 18; HD 14d8; hp 63; MV 30′, swim 60′; Act 2d24; SP blessed ornamentation (+1d bonus to saving throws against spells), death roll, camouflage (+10 to hide checks in water); SV Fort +12, Ref +0/+3 (in water), Will +6; AL N; Crit 22-24 DR/d10.

Blessed ornamentation: The crocodile's head is inset with an emerald (worth 250 gp) and three gold teeth (each worth 25 gp), and its body is pierced with three gold rings (worth 75 gp each). These items are specifically blessed and provide the crocodile a +1d bonus when rolling saving throws against spells.

Death roll: If the crocodile is grappling a target, on subsequent rounds it may perform a violent death roll. The grappled target suffers 2d10+12 damage and is stunned, losing their next action and falling to the bottom of the initiative count for the remainder of the battle (DC 15 Fort save negates stun).

STERRIF, PRIEST OF CAPHET

Sterrif (priest of Caphet): Init +2; Atk mace-axe +2 melee (2d6) or shortbow +3 missile fire (1d6); AC 16 (scale mail); HD 4d8+4; hp 30; MV 25′; Act 1d20; SP cleric abilities ((+6 spell check): *lay on hands*, *turn unholy, divine aid*), half damage from lightning, immune to petrification, spellcasting (+6 spell check): Spells (1st) *blessing, darkness, food of the gods, holy sanctuary, profane flame* (see Appendix D), *word of command*; (2nd) *curse, divine symbol, lotus stare, poison touch* (see Appendix D), *snake charm*; SV Fort +6, Ref +5, Will +8; AL C; Crit III/d10.

THARIKADH

Tharikadh: Init +1; Atk +1 *Tharikadh's nekhakha* (see Appendix D) +7 melee (1d6+1d3+16) or +6 missile fire (1d6+1d3+11, range 20); AC 13; HD 10d4+10; hp 50 (25); MV 30′; Act 2d20+1d14; Languages: Common, Dragon; SP inscrutable, longevity, spellcasting (+12 spell check): Spells (1st) *cantrip, charm person, chill touch, color spray, comprehend languages, force manipulation, magic shield, sleep*; (2nd) *invisibility* (+2 spell check bonus), *invisible companion, scare, scorching ray* (+2 spell check bonus), *wizard staff*; (3rd) *dispel magic, paralysis, planar step, sword magic*; SV Fort +6, Ref +7, Will +11; AL N; Crit I/d14.

Held spell: As the rightful owner of the *mask of the Sleeping Queen*, Tharikadh is protected from death. When reduced to 1 hit point, the *mask of the Sleeping Queen* activates *planar step*, transporting him, along with any equipment worn or carried, to the *vessel of Gimet* provided they are both on the same plane.

Inscrutable: As the rightful owner of the *mask of the Sleeping Queen*, Tharikadh is immune to any magic which senses his emotions or reads his thoughts. Personality checks made to ascertain his intentions or sincerity suffer a -1d penalty.

Longevity: As the rightful owner of the *mask of the Sleeping Queen*, Tharikadh ages one year for every five that pass.

THIPIX, DEMON OF THE SEVEN EARTHS

Thipix (type IV demon, independent): Init +6; Atk +2 sepulchral scimitar +14 melee (3d8+8 plus soul drain (1d5 temporary Personality, DC 13 Will negates)) or withering wind +12 missile fire (1d8+1d3 temporary Stamina (DC 13 Fort save negates Stamina loss)); AC 22; HD 10d12; MV 60′, fly 60′; Act 2d20; SP polymorphic gaze, demon traits, spellcasting (+8 spell check): Spells (1st) *chill touch, comprehend* *languages, detect magic, enlarge*; (2nd) *detect invisible, invisibility, phantasm, strength*; (3rd) *breathe life, gust of wind, turn to stone*; (4th) *transmute earth, polymorph* (self only); SV Fort +12, Ref +10, Will +12; AL C; Crit 17-20 DN/d10.

Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120′, immune to fire, cold, electricity, and gas, half damage from acid, spellcasting (+16 spell check): Spells (1st) *darkness*.

Polymorphic gaze: As an action, the demon may turn their gaze upon a target within 100′, transforming them into a form of the demon's choosing (of equal or lesser HD). The victim takes on all characteristics of their new form, losing all semblance of self while transformed. This need not be an animal or creature but can also be fruit (such as a pile of apples), or even a pool of water or blazing fire. The target is trapped in this state for 1 turn, or until transformed again by the demon (or use of a *polymorph* spell). Attempts to turn a target into another living creature may be thwarted with a DC 20 Will save, while attempts to turn a victim into something wholly different (such as a bonfire) require only a DC 13 Will save to negate.

URAEUS, TRANSDIMENSIONAL SERPENT

Uraeus (transdimensional serpent): Init +8; Atk bite +6 melee (2d6+3 plus poison (4d8, DC 25 Fort save for half damage); AC 22; HD 10d12; hp 95; MV 30′, swim 30′; Languages: Demonic; SP spitting (1/hour); Act 3d20; SV Fort +3, Ref +8, Will +2; AL C; Crit M/d16.

Spitting (1/hour): The spittle is a spray 30′ long x 20′ wide at its terminus. All within are affected by the snake's poison.

This huge reptilian creature resembles a massive, rearing cobra. Unlike other snakes, it keeps its head perpetually raised and never lowers it to the ground, even when moving.

UR-CHISISI, PRIESTESS OF SET

Ur-Chisisi (priestess of Set): Init +0; Atk *crook of Set* (see Appendix D) +8 melee (1d5 plus poison (1 Stamina plus blindness, DC 15 Fort save negates blindness) or flail +5 melee (1d6); AC 15 (chainmail); HD 8d8; hp 60; MV 25′; Act 2d20; Occupation: merchant; Languages: Common, Demonic; SP cleric abilities ((+9 spell check): *cause harm, divine aid, lay on hands, turn unholy*), infravision 60′, immune to *sleep, charm,* and *paralysis* spells, sworn against Mitra, scroll of *righteous fire,* scroll of *weather control,* spellcasting (+9 spell check): Spells (1st) *animal summoning (snakes), blessing, darkness, holy sanctuary, paralysis, profane flame* (see Appendix D), *serpent missile* (see Appendix D), *silence* (see Appendix D); (2nd) *banish, curse, poison touch* (see Appendix D), *restore vitality, snake charm, snakeskin* (see Appendix D); (3rd) *animate dead, bolt from the blue, mystic serpent* (see Appendix D), *remove curse, spiritual weapon*; (4th) *affliction of the gods, vermin blight*; SV Fort +3, Ref +2, Will +6; AL C; Crit III/d14.

Cause harm: A cleric of Set may inflict damage in a similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Divine aid: Ur-Chisisi can use an action to call on Set to intervene on her behalf in a time of great need. On a *divine aid* spell check Set intervenes on a DC 15 or more. The judge decides what the aid entails, but it should be equivalent to any cleric spell.

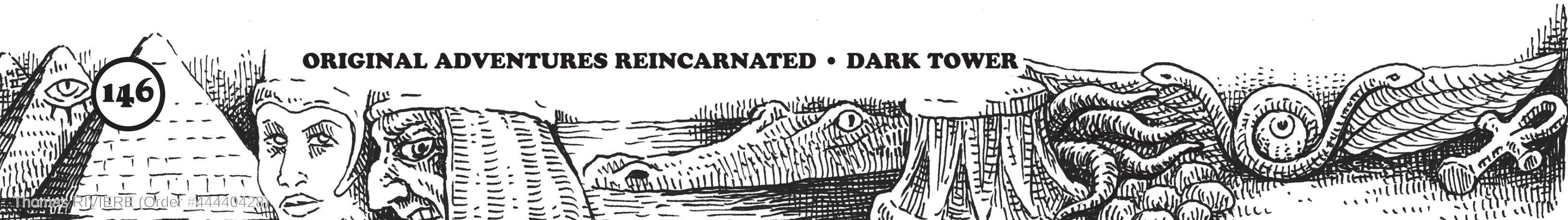
Sworn against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures and commoners.

Wrapped in tan robes and a swaddled turbin is a sinister elf maiden. She has a wild look in her wide eyes, and she leans on a snake-headed staff.

WAMNIFA, ELEMENTAL PRINCE OF EARTH

Wamnifa (elemental prince, earth): Init +12; Atk burning touch +12 melee (4d8 plus burn (1d6, DC 12 Ref save or catch fire)) or flaming bolt +12 missile fire (1d16, range 80); AC 20; HD 24d8; hp 100; MV 50′; Act 3d20; SP elemental traits, tremor, spellcasting (+10 spell check): Spells (1st) *charm person, detect magic, Ekim's mystical mask, enlarge, force manipulation, magic missile, magic shield, mending*; (2nd) *detect invisible, invisibility, mirror image, shatter, strength*; (3rd) *breathe life, dispel magic, haste, turn to stone*; (4th) *transmute stone*; SV Fort +10, Ref +15, Will +12; AL N; Crit M/d30.

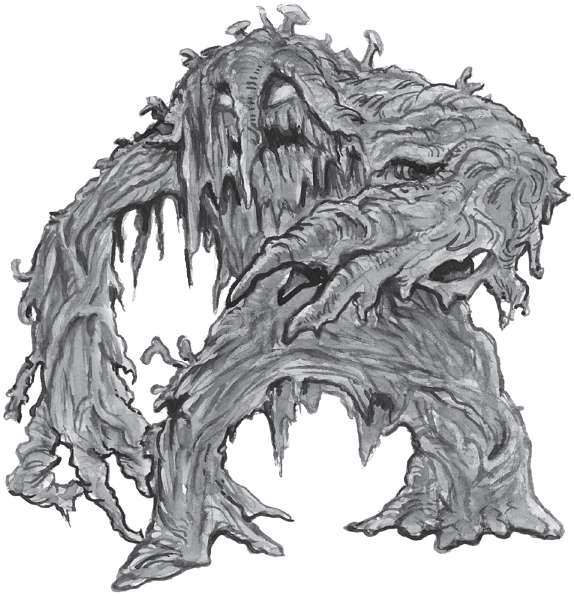
Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).



Tremor (1/1d5 rounds): Wamnifa can use 2 action dice to pound both fists against the ground, rippling the ground in a 30′ cone with a 30′ base. All creatures in this area suffer 4d10 damage and are knocked prone (DC 20 Fort save for half damage and negates prone). Structures within the area of effect may be damaged or destroyed at the judge's discretion.

WOOGO, PRIME VINE HORROR

Woogo (vine horror, prime): Init +2; Atk vine +2 melee (2d7 plus entangle); AC 17; HD 8d10; hp 80; MV 20′; Act 2d30; SP elemental healing (electricity), entangle (automatic 2d8+2 damage on next round if both vine attacks land; DC 20 Strength check to escape); SV Fort +6, Ref +0, Will +4; AL C; Crit M/d14.



Elemental healing (electricity): Woggo is healed by exposure to electricity damage. When damage is inflicted by electricity, Woggo is instead healed by the same amount.

The pile of rotting vegetation rears up into the rough shape of a hunched humanoid, with the snapping of moist roots and branches. As its black maw opens in a silent protest, the overpowering stench of organic rot fills your nostrils.

ZAWG, WARRIOR

Zawg (warrior): Init +7; Atk khopesh +1+deed die melee (1d8+deed die plus disarm on critical hit); AC 17 (chainmail); HD 5d12+5; hp 65; MV 25′; Act 1d20+1d14; SP warrior traits (Mighty Deed of Arms, deed die (+d7)), *potion of invisibility* (p. 224, DCC RPG); SV Fort +4, Ref +5, Will +1; AL N; Crit 18-20 V/d24.

APPENDIX D

NEW EQUIPMENT, MAGIC ITEMS, CURSES, DISEASES AND SPELLS

EQUIPMENT

Weapon	Damage	Cost in gp
Khopesh	1d8	10
Macana	1d8	10
Mace-axe*	2d6	25
Morningstar	1d7	6
Scimitar	1d8	10

* *Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.*

Khopesh: A khopesh is a sickle-shaped blade derived from the battleaxe. Only the outer edge of the blade is sharpened. The center of the sickle blade is used to disarm an opponent's weapon or shield.

Macana: A macana is a flat wooden sword-like paddle set with obsidian shards or serrated animal teeth. Shark or crocodile teeth are commonly used.

Mace-axe: A mace-axe is a metal- or stone-headed club with an axe blade set into the head. It's a two-handed weapon, designed to bash through mundane weapons and bronze armor or slice through exposed flesh.

MITRAIC RELICS

MITRA'S BULWARK

Mitra's bulwark is an oval tower shield of golden metal adorned with a bas relief roaring lion's head on its outer surface.

***Mitra's bulwark* (*holy relic*):** INT 15; AL L; Special Purpose: to champion the faith of Mitra; Special Powers: guardian spirit, *magic shield* (1/day, as per spell check result of 20).

Guardian spirit: Joined with this shield is the spirit of a Lion of Mitra (see the **Lions of Mitra**) named Sir Harrington, Shield of the Faithful and Defender of the Temple. He is kindhearted and prone to acting selflessly in order to defend those around him. He was a Mitraic Knight who burned to death, sacrificing himself while using his *lay on hands* ability on a comrade who had been set ablaze and was at death's door. So strong is his faith that he is immune to fear.

Magic shield: 1/day, as per spell check result of 20. For each additional *Mitraic relic* borne by the user of the shield, *Mitra's bulwark* gains an additional daily use of its *magic shield* power.

Sir Harrington (Lion of Mitra): Init +2; Atk +2 *longsword* +10 melee (1d8+5, +1d8 damage against a follower of Set); AC 23; HD 8d12+30; hp 85; MV 20'; Act 2d20; SP infravision 100', cleric abilities ((+11 spell check): *lay on hands, turn unholy*), divine bolt (1/day), telepathy, holy aura, transience, immune to fear, disease, *charm, scare, sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells (1st) *bless, darkness, word of command;* (2nd) *divine symbol, neutralize poison or disease, restore vitality;* (3rd) *remove curse*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

Divine bolt: Sir Harrington can conjure a magical bolt of energy 5' wide and 120' long. Each chaotic creature in the line suffers 4d6 damage (DC 13 Reflex save for half damage).

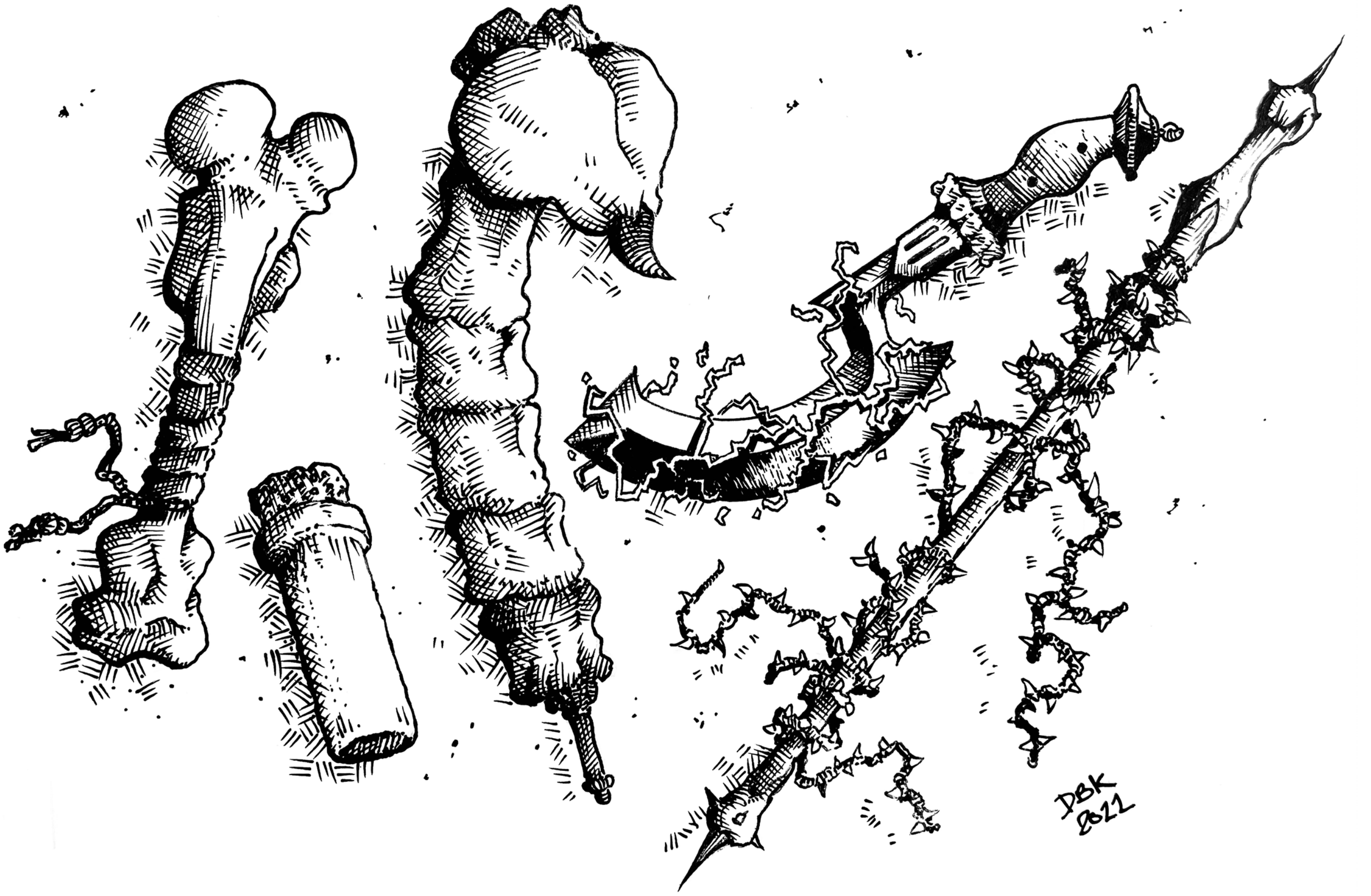
Holy aura: So long as Sir Harrington is conscious, allies within 10' are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

Transience: Sir Harrington loses 5 hit points at the end of each round, disapparating upon reaching 0 hit points – along with all of his equipment. Note: magical healing doesn't affect a Lion of Mitra.

NEW MAGIC ITEMS

ANCESTRAL STONEFIST BATTLEAXE (+3 BATTLEAXE)

INT 14; AL L; Banes: demons (extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally scores criticals on 19-20, now scores on 18-20)), elves (hardiness; when taking damage from the bane, wielder can make a (DC 20) Fort save; success means the attack inflicts only half damage); Communication: telepathy; Special Purposes: protect the members of the Stonefist clan, protect dwarf-kind; SP cleave (each time



an enemy is slain with this blade, the wielder automatically receive another attack (but cannot move)), detect demons 500′, detect traps 50′, great strength (+4 Strength while wielding the axe), read any non-magical map, demon-binding (with any successful strike against a demon, the target must make a DC 20 Will save or be bound to its current exact location for 1d4 turns. It cannot take any steps or teleport out unless this effect is magically dispelled).

CAPE OF THE RIVER

This crimson cape is crafted from finely woven linen, trimmed in gold. Once per day, the wearer may use the magic of the cape to vanish in a pillar of murky river water and reappear in a chosen location within 500′. The wearer must be knowledgeable of the target location.

CROOK OF SET (+3 MACE)

INT 14; AL C; Banes: Lawful creatures (Shattering blow; on a critical hit, weapon inflicts an additional 1d10 damage), humans (Festering wound; weapon inflicts an additional 1d6 damage to bane, then *another* 1d4 damage on following round), elves (Extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20)); Communication: telepathy; Special Purposes: protect the greater sons of Set, reward the ambitious at all costs; SP armor-breaker (on any critical hit, the opponent's armor is destroyed, in addition to other effects), infravision 60′, poisonous strike (a successful hit inflicts a poison (1 Stamina plus blindness, DC 15 Fort save negates blindness)), summon creature (poisonous viper swarm (3/day)), thunder strike (in place of an attack, the wielder may strike the ground to create a resounding boom of thunder. All enemies within 40′ suffer 1d8 points of sonic damage (no save)).

Poisonous viper swarm: Init +4; Atk swarming bite +1 melee (1d6 plus poison (1d3 Stamina, DC 16 Fort save or death); AC 10; HD 4d8; hp 18; MV 30′, swim 30′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

HEART SHARDS OF CAPHET

The *Heart Shards of Caphet* are the stone remnants of Caphet's heart, ripped from his fleshy body as a safeguard from defeat. There are three shards, each with a different description:

Left Atrium: This shard is about 6″ long composed of smooth blood-red sandstone.

Right Atrium: This shard is about 6″ long composed of gray granite with crimson striations.

Lower Ventricles: This shard is about 8″ long composed of jagged red quartz.

Psychic Assault: If a *Heart Shard* is touched by a creature, suffers 5d8 damage and is stunned for 1d10 rounds (DC 15 Will save negates). If the saving throw succeeds, the creature can possess a shard safely. Once two pieces are possessed by a single creature, they can be melded together, granting additional abilities. After melding together, the individual pieces take on a dark gray slate-like appearance.

Mitra's Curse. Unknown to Set (or even to Caphet) Mitra observed the creation of the *Heart Shards* and placed a curse on them. These curses are a boon to the forces of good willing to assemble the shards and defeat Caphet. A single *Heart Shard* can be used to locate another shard, as per a *locate object* spell, but with an unlimited range (as long as the shards are on the same plane) and duration. In addition, the following powers are granted to a creature possessing the shards, depending on how many are possessed. The powers are cumulative:

- **One shard:** +1 bonus to AC.
- **Two shards:** The possessing creature gains a +2 bonus to Stamina (to a maximum of 18).
- **All three shards:** As long as the possessing creature has 1 hit point remaining, the creature gains regeneration (10/hour).

Destroying the *Heart Shards*. The *Heart of Caphet* can only be destroyed once all three *Heart Shards* are assembled. Then, when in the presence of Caphet (within 120′), the assembled heart can be destroyed with blows from a magic weapon. The *Heart of Caphet* (AC 18, 50 hp) is immune to non-magical weapons, takes half damage from slashing or piercing weapons and is vulnerable to bludgeoning weapons (double damage).

GUARDIAN KHOPESH OF CAPHET (+4 KHOPESH)

INT 18; AL C; Banes: Lawful creatures (bleeding wounds; sword's wounds against bane continue to bleed, inflicting an additional 1 damage (cumulative) per round after hit until magically healed, so a bane target hit by three successive attacks from the sword takes 3 damage per round thereafter), clerics (+2 to attack and damage), humans (ability score drain; sword inflicts normal damage *plus* 1d4 points of random ability score drain per hit against bane; roll 1d5: (1) Strength, (2) Stamina, (3) Agility, (4) Personality, (5) Intelligence); Communication: telepathy; Special Purposes: enforce the will of Caphet; SP detect invisible (1/day), *detect magic* (2/day), thunder blade (in place of an attack, the wielder may strike the ground to create the resounding boom of thunder. All enemies within 40′ suffer 1d8 damage (no save)), weapon-breaker (on any critical hit, the opponent's weapon is destroyed, in addition to other effects. If the creature has natural weapons, they are maimed (e.g., claws are broken, teeth are shattered, etc.)), *whirlwind strike* (instead of making their normal attack, the wielder can make two attacks in a single round but rolls 1d10 for each attack instead of 1d20. They apply their normal attack bonus. Critical hits are not possible when attacking in this manner), summon creature (1/day, 1d4 gravewights).

Gravewight (1d4): Init +3; Atk claw +8 melee (1d4 plus XP drain (1d10, DC 13 Will save negates)); AC 17; HD 6d8; hp 30; MV 40′, climb 20′; Act 1d20; SP immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +7, Will +5; AL C; Crit U/d12.

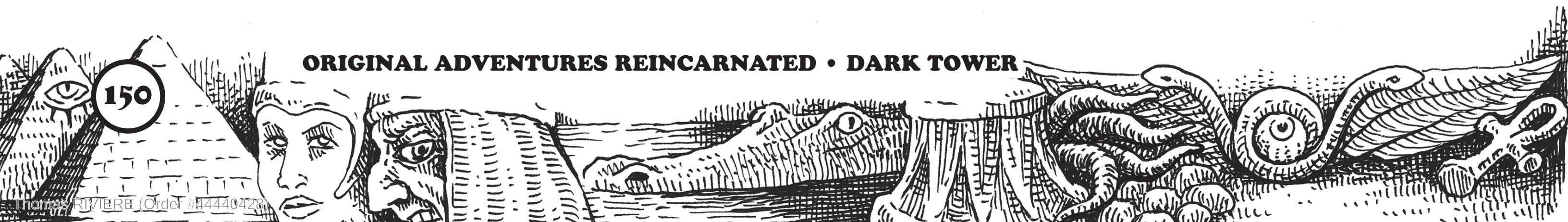
Un-dead traits: Gravewights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the gravewight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as gravewights.

GUARDIAN MACE-AXE OF CAPHET (+3 MACE-AXE)

INT 15; AL C; Banes: wizards (death dealer; when bane is struck, it must make a DC 20 Fort save or instantly die), clerics (painful wound: mace-axe inflicts an additional 1d4 damage to clerics); Communication: telepathy; Special Purpose: enforce the will of Caphet; SP darkness 20′, *detect good* (80′), eviscerator (when rolling damage, the wielder rolls an additional damage die every time he rolls the highest result on a die. For example, if this weapon is a long sword and the wielder rolls an "8" on the 1d8 damage roll, they then roll *another* 1d8 and adds that to the damage result. If that second 1d8 produces another "8", they roll a third 1d8, and so on), precise strike (+2 to attack rolls), summon creature (1/day, 2d3 basilisks).

Basilisk (2d3): Init -1; Atk bite +5 melee (1d10) or claw +3 melee (1d4) or gaze (special); AC 16; HD 5d8; MV 40′; Act 2d20; SP gaze (petrify for 2d6 turns, DC 14 Will save negates); SV Fort +6, Ref +1, Will +1; AL C; Crit M/d10.



LEG OF KRIMARET (+3 HUGE CLUB)

INT 10; AL C; Banes: lawful creatures (defender; +2 AC bonus when defending against attacks from lawful creatures), humans (+2 bonus to attack and damage), elves (beacon of hope; allies within 100′ engaged in battle against bane gain +2 bonus to all saving throws and morale checks); Communication: telepathy; Special Purpose: enforce the will of Caphet; SP *darkness* (20′), light (20′), stunning blow (a creature struck by this club is stunned for 1d5 rounds, DC 15 Fort save negates), summon creature (3/day, 1d4 wraiths).

Wraith: Init +3; Atk draining touch +8 melee (2d3 points from a single physical attribute, player's discretion); AC 13; HD 5d12; MV fly 50′; Act 2d20; SP un-dead traits, horrid appearance, immune to weapons of enchantment of +2 or less; SV Fort +4, Ref +6, Will +8; AL C; Crit U/d10.

Horrid appearance: Simply glimpsing the wraith causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -2d attack penalty.

Un-dead traits: Wraiths are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

MASK OF THE SLEEPING QUEEN

This mask is exquisitely crafted from rare wood and vibrantly colored glass. Though it appears fragile, it is not. It is touched by the essence of Ankharet the Cursed, the Sphinx Queen who still slumbers in her tomb waiting to be freed by her followers or destroyed by heroes destined to slay her.

A new owner may not access the power of the mask so long as the prior wearer still lives. The wearer is compelled to help Ankharet the Cursed escape from her tomb. Additionally, if they are ever more than 100′ feet away from the mask, their maximum hit points are reduced by half. The wearer of the mask gains the following abilities, even if separated from the mask.

- *Held spell*: The rightful owner of the *mask of the Sleeping Queen* is protected from death. When reduced to 1 hit point, the *mask of the Sleeping Queen* activates *planar step*, transporting them, along with any equipment worn or carried, to the *vessel of Gimet* provided they are both on the same plane.
- *Inscrutable*: The rightful owner of the *mask of the Sleeping Queen* is immune to any magic which senses their emotions or reads their thoughts. Personality checks made to ascertain their intentions or sincerity suffer a -1d penalty.
- *Longevity*: The rightful owner of the *mask of the Sleeping Goddess* ages 1 year for every 5 that pass.

While Ankaharet's physical form still rests within her lost tomb, the mask is indestructible. Only if the Sphinx Queen's un-dead form is killed can the mask be destroyed by melting it within the fiery breath of a dragon. However, if the mask is not destroyed within 6 days of Ankharet being killed, her un-dead form materializes near where she was previously destroyed.

POTION OF DEOSSIFICATION

When poured over a human-sized individual who has been petrified, the petrification effect is reversed, and the target returns to its normal self after 1 turn. For 1 hour, the target's movement speed is reduced by 5′ and all physical actions suffer a -1d penalty.

POTION OF RESIST PETRIFICATION

Drinking this potion grants the imbiber immunity to being petrified for 1 hour. After 1 hour, the imbiber gains +4 on all saves versus petrification for 24 hours.

RING OF FIRE RESISTANCE

The wearer ignores up to 5 hp of fire and heat damage from any attack, gains a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells), and the wearer and objects on their person cannot catch fire. Although intense heat and flames may still harm them and scorch their possessions, they will not ignite.

ROD OF SOBEK (+1 MACE-AXE)

This rod is a wooden shaft wrapped in cured crocodile skin. The head is iron and shaped like a crocodile. Twice per day, a cleric of Sobek may transform the head of the rod into an animated crocodile head for CL rounds. While animated the rod grapples targets successfully struck (+2 to opposed Strength check). While holding the rod, the owner may hold their breath for 3 turns if not strenuously engaged.

SHELTER OF THE GREENLANDS

This is a finely crafted broach in the form of a mitril oak tree with bejeweled leaves. The broach is cool to the touch. Gifted to the wizard Erin of Hellner by the King of Elfland himself, this singular item was bestowed after a great (but undisclosed) service was performed for the legendary being. There is no record of the King of Elfland ever gifting another individual with an item of this sort and, as it represents a doorway into Elfland, it is no wonder. It has two powers:

Embrace of Elfland: Once per week, the wearer of the broach may use it to open a gateway into Elfland. The passage opens into a peaceful glade where the wearer and some companions may rest in peace and comfort. For each day (or fraction thereof) spent in Elfland, an hour passes in the outside world. The wearer may safely remain in Elfland for up to one week, however for each day beyond that first week there is a 10% cumulative chance, that they (and any companions) lose all desire to return from Elfland and become forever lost and are removed from play.

Up to ten individuals may accompany the wearer, however Neutral-aligned individuals count double and Lawful-aligned individuals count treble (thus, a party of two chaotic, one neutral, and two lawful members would count as 10 individuals).

Perfect weather: So long as the Shelter of the Greenlands is worn by a follower of the King of Elfland, the weather in a 100′ radius from them is always perfect. Cloudless skies, never raining unless needed, ideal temperatures, etc. This supersedes any form of spell effects by beings less powerful than a patron such as the King of Elfland. In such cases where this is in question, there is a 50% chance that the Shelter's power is great enough to push aside any incoming negative weather effects.

Note: This does not negate non-weather effects which might impact local temperature (such as *fireball*), merely the overarching weather itself.

STAFF OF THE SCORPION (+2 STAFF)

Caphet is a powerful spellcaster, and Set provided him with the *staff of the scorpion* as a gift when he ascended as a Chosen Son of Set. If Caphet is defeated, the staff teleports back to Set's armory.

***Staff of the scorpion* (*+2 staff*):** staff +2 melee (1d12 plus poison (1d4 temporary Stamina, DC 16 Fort save negates)).

SWORD OF SKYBLAZE (+1 LONGSWORD)

INT 6; AL L; Banes: none; Communication: simple urges; Special Purpose: punish evildoers; SP flame brand (ignite in flame (3/day), duration 6 rounds, inflicts additional 1d6 damage and ignites targets on fire (DC 13 Ref save avoids igniting)).

THARIKADH'S NEKHAKHA (+4 FLAIL/WIZARD STAFF)

INT 18; AL N; Banes: demons (shattering blow; critical hits do additional 1d10 damage), serpents (+2 attack bonus); Communication: empathy; Special Purposes: none; SP light (20′), +2 AC bonus, +3 saving throw bonus, +2 spell check bonus (*invisibility, scorching ray*), frostburn (inflict additional 1d3 cold damage with every strike; double damage to fire elementals), spell magnifier (wielder casts all spells at +1 CL), throwing weapon (always returns after a throw).

THORNSTAFF (+1 STAFF)

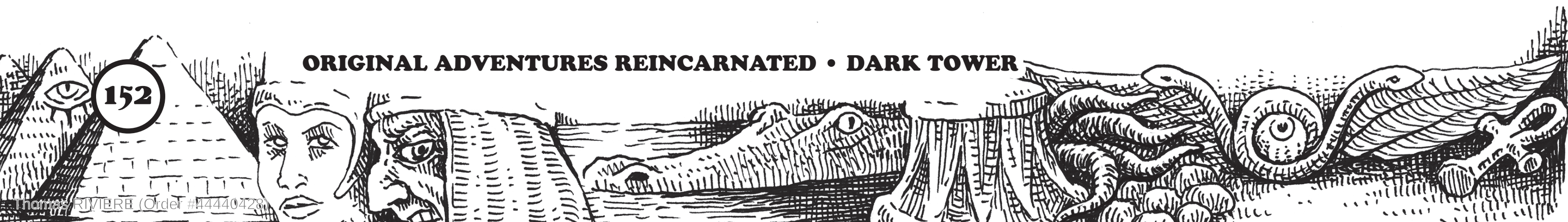
***Thornstaff* (*+1 staff*):** staff +1 melee (1d5+6 plus bleeding wound (cumulative +1/round for 6 rounds); +2 to saving throws, light (20′), +2 spell checks (*color spray, haste*); spirit vines (3/day, restrains a selected target, DC 15 Strength check to escape).

TOKEN OF RETURN

This token, usually bearing an emblem related to its purpose or its creator, can come in several different forms including an amulet, badge, bracelet, charm, cloak pin, earring, or patch, among others. The badge serves as a portal key and can be used to allow the bearer to freely pass through one side of the specific portal it was created to work with. Note that the token allows one to pass through a portal in one direction only; to return from the other side of the portal, the bearer must have other means of doing so (such as a second token keyed to the portal on the other side).

VENGEANCE OF HORUS (+2 KHOPESH)

This glittering, golden khopesh is marked with the sign of Horus in the form of a falcon headed pommel. Clerics of Horus will recognize the sword and be friendly towards its bearer. Likewise, clerics of Set will also recognize it and immediately be hostile towards the bearer. If Ophois escaped but the characters possess the *Vengeance of Horus*, the blade lets its bearer know the general direction in which Ophois can be found, as long as he is on the same plane as the bearer.



***Vengeance of Horus* (+2 khopesh):** INT 8; AL L; Banes: servants of Set (+1 to attack and damage rolls); Communication: simple urges; Special Purpose: destroy the forces of Set; SP +5 bonus to Intelligence checks (while unsheathed), *blessing (self)* 2/day (as per spell check result of 14), read language (demonic), *strength* 2/day (as per spell check result of 16).

VESSEL OF GIMET

This black spherical construction of unknown alloy resembles a massive ornamental urn, standing 10′ high and covered with magical symbols. The vessel was a gift to Ankharet the Blessed from an unnamed prince of the elemental planes. It is intimately tied to the *mask of the Sleeping Queen*, an artifact that still harbors a fragment of the demigod's spirit.

The outside of the vessel has a single handle that opens a portal allowing access to its interior. The vessel has enough room for two human-sized creatures to sit or lie comfortably within. A handle on the interior allows the access portal to be locked, requiring either a DC 25 Pick Lock check to unlock or a DC 20 Strength check to break open.

Those inside the closed vessel are protected from all outside forces and sleeping within the vessel provides double the amount of attribute healing as normal (excluding Luck). Additionally, those sleeping in the vessel may receive visions from Ankharet (judge's discretion).

WHISPERING BAND

This is a plain ring of twisted copper wire. Three times a day, the wearer can send whispered messages of up to 15 words to any target within 200′ and is able to receive a reply of up to 10 words.

WIZARD STAFF OF SADIQ ALMAWATA (+1 STAFF)

***Wizard staff of Sadiq Almawta* (+1 staff):** staff +1 melee attack (1d4); +2 to AC & saves, infravision 60′, light (20′, at will), +2 to spell checks (*magic missile*, *mind purge*), magic resistance (all spells cast against wielder are subject to 20% chance of failure before saves are rolled), spellburn reservoir (10 points), un-dead control (all undead within 60′ obey wielder's commands, as follows: 1 or less HD = automatic; 2-4 HD = DC 16 Will save to resist; 5+ HD = DC 12 Will save to resist).

NEW CURSES

LYCANTHROPY (MAJOR CURSE)

PCs cursed with lycanthropy immediately lose use of their Luck attribute, unable to spend Luck of any kind (such as fleeting Luck) but may still benefit from Luck used on their behalf (such as through the actions of a halfling). While the PC's true Luck attribute is unchanged, they are automatically treated as having 3 Luck for purposes of Luck checks (including recovering the body checks) and, if called for, are treated as having the lowest Luck in the party. Lifting the curse may only be done through the casting of a powerful *remove curse* spell (spell check result of 27+).

While lycanthropy refers only to the curse of the werewolf, it is also used as a blanket term for the various similar curses (arkothropy (bear), arourathropy (rat), etc.). While there are varied ways of placing, or falling under, these curses, they all share one method of transmission: being bitten. While other methods of inflicting the curse require a Will save as normal, victims who are bitten receive a Fortitude save (the difficulty of which varies based on the type of werecreature involved).

NEW SPELLS

NEW WIZARD SPELLS

1st-Level	2nd-Level	3rd-Level
	Silence*	Make Potion
		Mystic serpent*

NEW CLERIC SPELLS

1st-Level	2nd-Level	3rd-Level
Profane flame	Poison touch	Mystic serpent
Serpent missile	Snakeskin	
Silence		

* As per cleric spell of same name. If the wizard version of the spell is a different spell level, the wizard receives a -2 penalty to spell checks when casting it. For example, *silence* is a 1st-level cleric spell but a 2nd-level wizard spell; therefore, when rolling on the spell table, the wizard applies a -2 penalty to spell checks. On a result of natural 1, the wizard suffers a 50% chance of major corruption *or* misfire, rolling on the generic tables as appropriate

WIZARD SPELLS

MAKE POTION

Potion	Minimum DC	Special Ingredients	Effect
Deossification	30	Heart of a medusa	When poured over a human-sized individual who has been petrified, the petrification effect is reversed, and the target returns to its normal self after 1 turn. For 1 hour, the target's movement speed is reduced by 5′ and all physical actions suffer a -1d penalty.
Resist Petrification	20	Tongue of a cockatrice	Drinking this potion grants the imbiber immunity to being petrified for 1 hour. After 1 hour, the imbiber gains +4 on all saves versus petrification for 24 hours

CLERIC SPELLS

PROFANE FLAME

Level: 1 Range: Varies Duration: Instantaneous Casting Time: 1 action
Save: Fort vs. spell check negates Stamina loss

General	Calling upon dark powers associated with their deity, the cleric summons forth a despoiled flame to strike and enervate their foes. Fellow followers of the cleric's deity are immune to the effects of this spell. Only one Fortitude save is made per incidence of the spell, no matter how many rounds it might burn. The magical fire can only be extinguished via use of *dispel magic* or similar.
Manifestation	Roll 1d4: (1) the air fills with sickly green embers which, upon making contact with the target, explode into flames; (2) target spontaneously combusts with deep crimson flame; (3) deep purple flames flow from the eyes, ears, and mouth of the target; (4) unearthly black flames spring from the ground at the target's feet, spreading over their feet and upwards until they are engulfed.
1	Failure.
12-13	A single target within 20′ is enveloped in balefire for 1d3 damage.
14-17	Cleric calls down balefire on a single target within 20′, burning them for 1d3 damage +1 Stamina loss for CL rounds.
18-19	Evil looking flames burn a single target within 30′, inflicting 1d3 damage +1 Stamina loss for CL+1 rounds.
20-23	Profane flames ignite up to 3 targets within 30′, inflicting 1d3 damage +1 Stamina loss for CL+1 rounds.
24-27	Up to three targets within 30′ are awash in unholy fire, suffering 2d3 damage +1 Stamina loss for CL+2 rounds.
28-29	Cleric strikes up to five non-believers within 50′ with profane flames, suffering 2d3 damage +1 Stamina lossa loss for CL+2 rounds.
30-31	One target within 100′ flashes into a burning pillar of profane flame, suffering 5d3 damage +CL Stamina loss.
32+	The cleric calls down the full wrath of their god. All targets within 50′ burn with profane flames, suffering 3d6 damage plus 1d3 Stamina loss.

SERPENT MISSILE

Level: 1 Range: 75′ Duration: Instantaneous Casting Time: 1 action Save: Varies

General	The cleric lashes out at their foes with glowing snakes made of energy, launched from their outstretched hand. The serpents automatically hit. Upon a successful spell check, the cleric may select a lower spell check result, adding an additional target struck for every two spell check results lower.
Manifestation	Roll 1d5: (1) blue cobra; (2) yellow rattlesnake; (3) orange viper; (4) scintillating asp; (5) red adder.

	Fort Save	**Successful Save**	**Failed Save**
1-11	Failure		
12-13	DC 8	1d4 hp	2d4 hp
14-17	DC 10	1d8 hp	2d8 hp
18-19	DC 12	1d3 Agility (temporary)	1d6 Agility (temporary)
20-23	DC 14	1 Strength (temporary)	1d4 Strength (permanent)
24-27	DC 16	1d3 Stamina (temporary)	2d4 Stamina (permanent)
28-29	DC 18	1d6+CL hp	Blindness; if blinded, 2nd save or death
30-31	DC 20	1d8+CL hp	Death
32+	DC 22	1d3 Stamina (permanent)	Death

SILENCE

Level: W2/C1 Range: Varies Duration: CL turns or permanent Casting Time: 1 action Save: Will vs. spell check

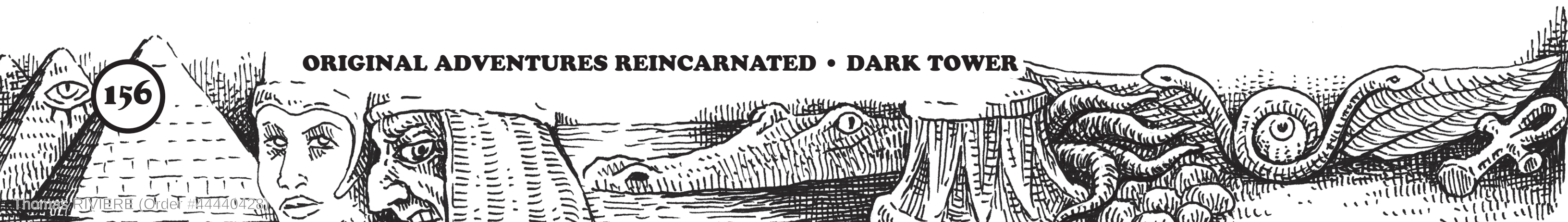
General	The caster deadens sound, creating an area of unnatural silence. Clerics casting this spell gain deity disapproval on a failed result rather than suffering the listed effects.
Manifestation	None.
Misfire	Roll 1d3: (1) caster's voice is silenced for CL rounds; (2) sounds within 10′ of the caster become louder (-2d to Sneak Silently checks) for 1d4 rounds; (3) the sounds of the caster's own body are briefly amplified to a painful roar. The sound of the caster's own heartbeat inflicts 1d3 damage.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1) corruption; (2-3) patron taint (or corruption is no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but the spell is not lost.
14-15	The footfalls of the caster are dampened, equal to a Sneak Silently check result of 10.
16-19	Sound is muffled in a 10′ radius around the caster, allowing non-thieves to roll Sneak Silently checks as if trained (d20) and granting thieves and halflings a +4 bonus on such checks.
20-21	Sound is muffled in a 20′ radius around the caster, allowing non-thieves to Sneak Silently as if with a result of 20. Thieves and halflings trained in stealth are treated as having a Sneak Silently result of 30.
22-25	Caster creates a 10′ radius zone of silence within 100′. If cast upon a target, the zone will move with them, otherwise it remains stationary.
26-29	Caster deadens all sound in a 20′ radius area within 100′.

30-31	Total silence falls over a 50′ radius area within eyesight of the caster.
32-33	Caster designates an area within eyesight, creating a 100′ radius zone of permanent silence.
34+	Caster designates a target within eyesight, rendering them permanently silent and leaving them without voice. Wizards and elves can no longer cast their known spells, clerics are unable to *turn unholy*, pray, and cast spells. Each must learn new spells from mute practitioners of the arts.

Poison Touch

Level: 2 Range: Touch Duration: Varies Casting Time: 1 action
Save: Ref vs. spell check partial (see below)

General	A cleric's touch delivers poison to their target.
Manifestation	Roll 1d4: (1) the cleric's hands turn bright red; (2) the fingers of the cleric's hands are transformed into snakes; (3) the cleric's hands glow a sickly green; (4) the cleric's hands become scaled.
1-13	Failure. The cleric's disapproval increases by +2.
14-15	The cleric's hands are coated with glistening, blinding contact poison. On the next round, a creature struck by the cleric suffers 1d3+CL damage and is struck blind for 1d3 rounds (Ref save negates blindness).
16-19	The cleric's hands are coated with glistening, blinding contact poison. On the next round, a creature struck by the cleric suffers 1d6+CL damage and is struck blind for 1d3+CL rounds (Ref save reduces effect to 1d4 damage).
20-21	The cleric's hands are coated with glistening, blinding contact poison. For the next 1d5+CL rounds, a creature struck by the cleric suffers 1d8+CL damage and is permanently blinded (Ref save reduces blindness to 2d3+CL rounds).
22-25	The cleric's hands are coated with glistening, paralytic contact poison. For the next turn, creatures struck by the cleric suffer 2d5+CL damage and are paralyzed for 1d5+CL rounds (Ref save negates paralyzation).
26-29	The cleric's hands are coated with glistening, paralytic contact poison. For the next turn, creatures struck by the cleric suffer 2d7+CL damage and are paralyzed for 2d3+CL rounds (Ref save negates paralyzation).
30-31	The caster's hands are coated with potent contact poison! For the next turn, a creature struck by the cleric suffers 2d7+CL damage and loses 1d3 temporary Strength (Ref save for half Strength damage (minimum 1)). For creatures without ability scores, reduce attack and damage rolls by -1 instead of inflicting Strength loss.
32-33	The caster's hands are coated with potent contact poison! For the next hour, a creature struck by the cleric suffers 2d7+CL damage and loses 1d6 temporary Strength (Ref save for half Strength damage). For creatures without ability scores, reduce attack and damage rolls by -2 instead of inflicting Strength loss (-1 on a successful save).
34+	The caster's hands are coated with deadly contact poison! On the next round, a creature struck by the cleric is slain. A successful Ref save reduces the effect to permanent CL Stamina loss. For creatures without ability scores, reduce attack and damage rolls by -1 instead of inflicting Stamina loss.



SNAKESKIN

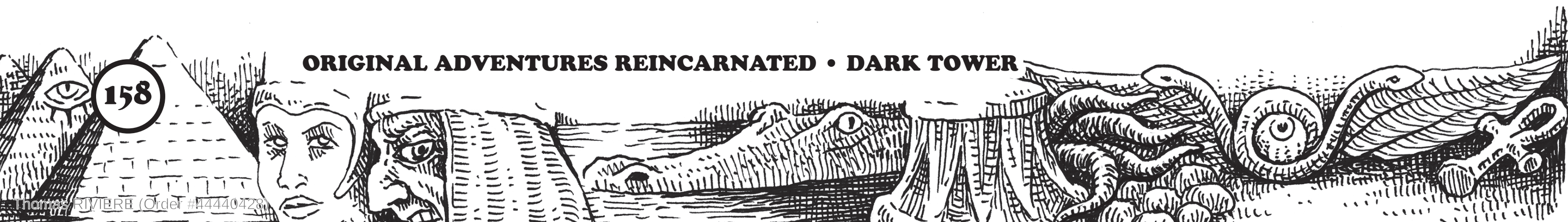
Level: 2 Range: Touch Duration: Varies Casting Time: 1 action Save: N/A

General	Calling upon the power of their god to provide them with protection. Successive castings of the spell do not stack. Instead, the highest spell check result remains in effect. Note: Chaotic gods do not like to be tested in such a way and, in such cases, the cleric suffers an automatic +1 to their disapproval for each additional casting.
Manifestation	The cleric's body is covered with brightly colored snake scales. Roll 1d10: (1) crimson; (2) orange; (3) golden; (4) pale green; (5) cerulean blue; (6) indigo; (7) plum; (8) white; (9) iridescent; (10) striped, roll again twice (this result may be rolled more than once).
1-13	Failure.
14-15	The cleric receives an AC bonus of +CL for 1 turn.
16-19	The cleric receives an AC bonus of +CL and gains a +2 bonus to saving throws made against poison for 1 turn.
20-21	The cleric receives an AC bonus of +CL and gains a +1d bonus to saving throws made against poison for 1 turn.
22-25	The cleric receives an AC bonus of +(1+CL) and gains an immunity to poison for 2 turns.
26-29	The cleric receives an AC bonus of +(1+CL), damage suffered from unholy sources is reduced by 1 point (minimum damage 1 point per die), and they receive an immunity to poison for 3 turns.
30-31	The cleric receives an AC bonus of +(2+CL), damage suffered from unholy sources is reduced by 1 point (minimum damage 1 point per die), and they receive immunity to poison and acids (including digestive) for 1 hour.
32-33	The cleric receives an AC bonus of +(2+CL) and damage suffered from unholy sources is reduced by 2 points per die (minimum damage 1 point per die) for the next hour. Further the cleric is granted immunity to poison and acids (including digestive) and magic resistance (+2 to all saving throws made against spells and magical effects).
34+	The cleric receives an AC bonus of +(3+CL) and damage suffered from unholy sources is reduced by 3 points per die (minimum damage 1 point per die) for the next 24 hours. Further the cleric is granted immunity to poison and acids (including digestive) and magic resistance (+5 to all saving throws made against spells and magical effects).

MYSTIC SERPENT

Level: 3 Range: 20′ Duration: 1d3+CL rounds Casting Time: 1 action Save: see below

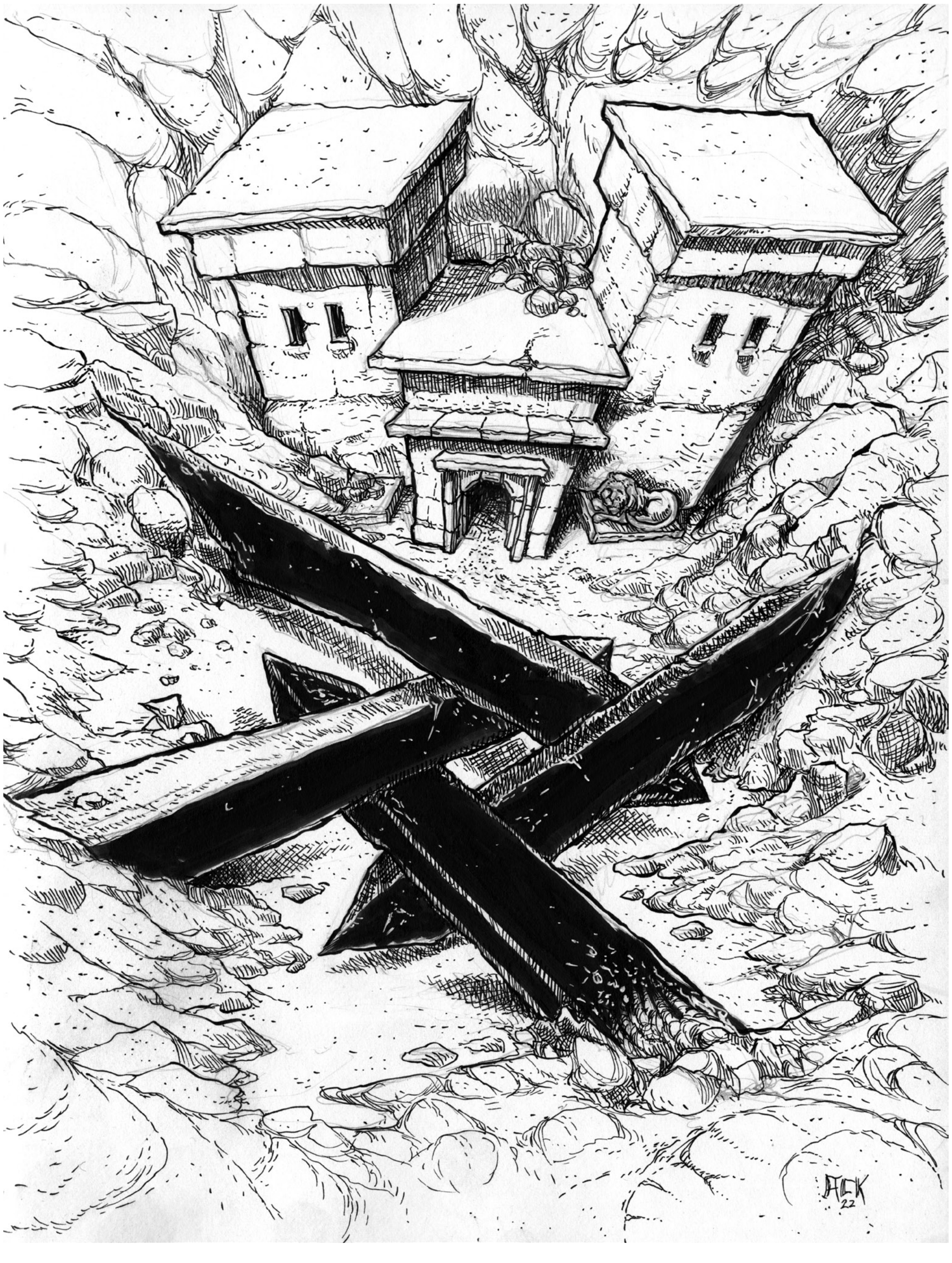
General	The cleric summons forth a shimmering amber or green incorporeal serpent, coiled and ready to strike. The translucent serpent is at least 40′ long. Creatures can pass through the serpent with ease, although they sense a tingling of energies when they do so.
Manifestation	A shimmering, incorporeal serpent, of the type described below and deriving its coloration from the cleric's alignment: (Lawful) bright yellow; (Neutral) deep blue; (Chaotic) sickly green.
1-15	Failure.
16-17	The summoned serpent energies are unable to move but may strike at targets within 20′. Atk bite +10 melee (1d6).
18-21	The summoned energies take the form of a giant boa constrictor, which can move 40′ per round. Atk bite +10 melee (1d6 plus constrict). Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (+1d to attacks against the grappled target) and also constricts the same target for an automatic 1d6 damage.
22-23	The summoned energies take the form of a giant viper, which can move 40′ per round. Atk bite +8 melee (3d6 plus poison (DC 12 Fort save or 1d4 Stamina loss)).
24-26	The summoned energies take the form of a giant hooded cobra, which can move 40′ per round. Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)).
27-31	The summoned energies take the form of a massive, 60′ long, boa constrictor, which can move 30′ per round. Bite +14 melee (2d6 + constrict). Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (+1d to attacks against the grappled target) and also constricts the same target for an automatic 2d6 points of damage.
32-33	The summoned energies take the form of a massive, 60′ long giant king cobra, which can move 30′ per round. Atk bite +10 melee (2d8 plus poison (DC 24 Fort save or death)).
34-35	The summoned energies take the form of a colossal, 80′ long python, which can move 25′ per round. Atk bite +12 melee (1d10+2 plus swallow whole). If the python succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer additional damage but is now trapped, visibly floating within the snake's translucent body. The python squeezes the victim, automatically inflicting 1d5+2 damage each round thereafter as the snake attacks other prey. A trapped creature may be pulled free by reaching in and grabbing them while succeeding in a DC 12 Strength check. The python may swallow up to three human-sized targets.
36+	The summoned energies take the form of a 100′ long titanboa, which can move 20′ per round. Atk bite +15 melee (1d14+5 plus swallow whole). If the titanboa succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer additional damage but is now trapped, visibly floating within the snake's translucent body. The titanboa squeezes the victim, automatically inflicting 1d7+5 damage each round thereafter as the snake attacks other prey. A trapped creature may be pulled free by reaching in and grabbing them while succeeding in a DC 15 Strength check. The titanboa may swallow up to three human-sized targets.



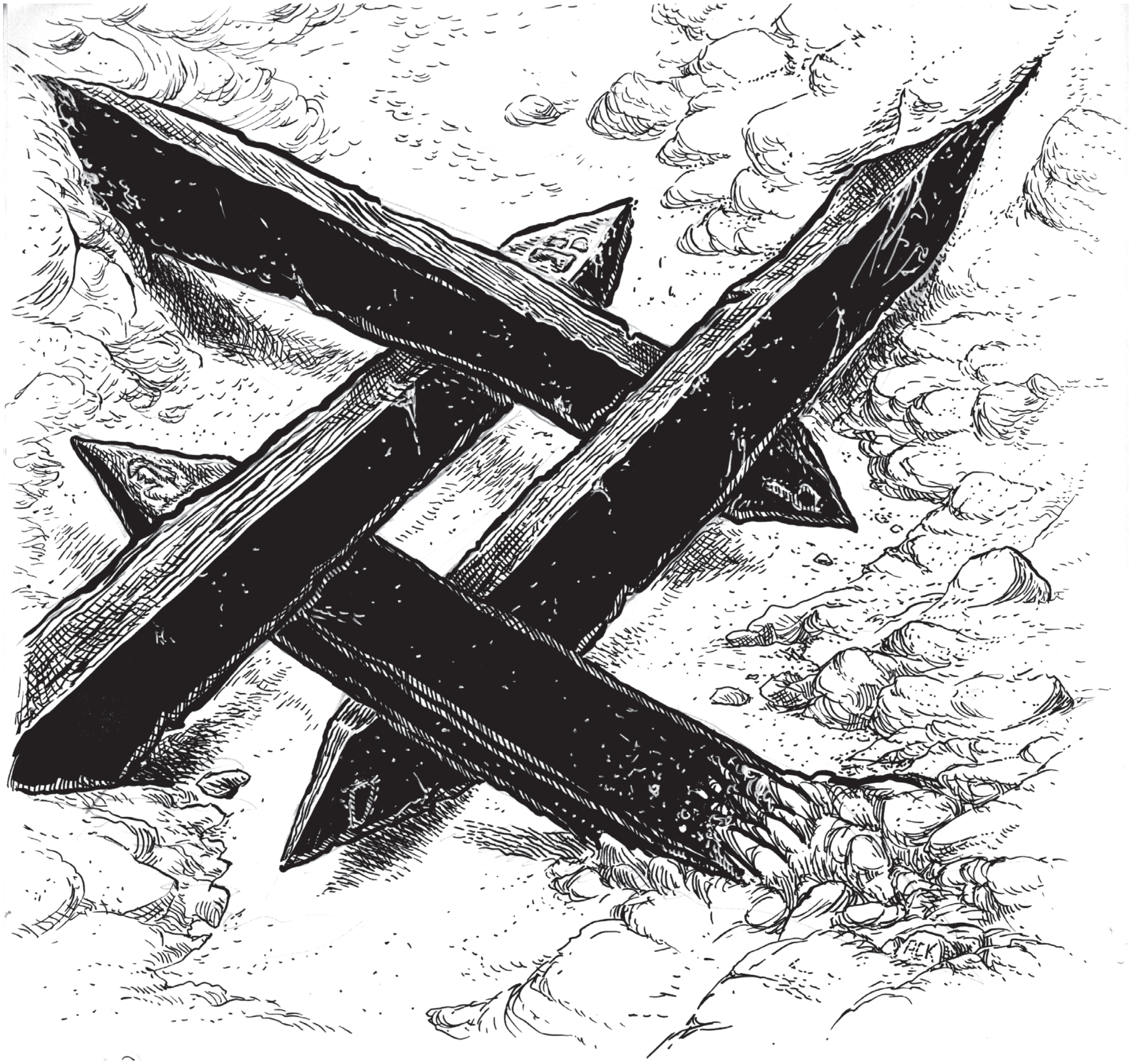
APPENDIX E

PLAYER HANDOUTS

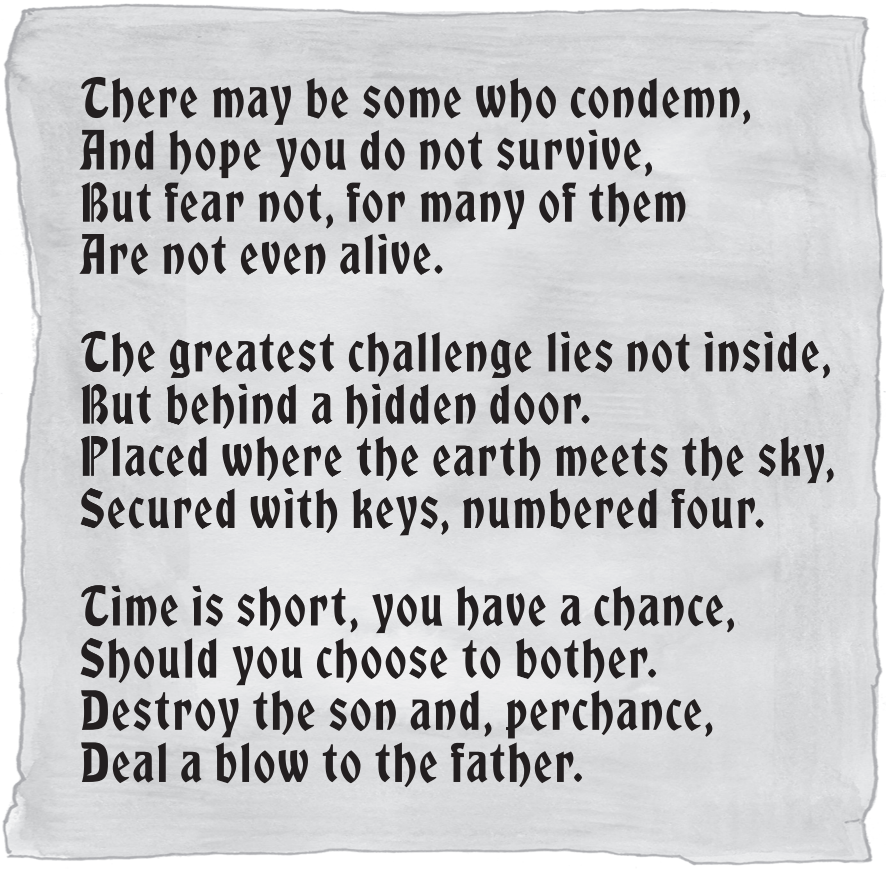
POCKET IN A SHROUD (1-12)



HANDOUT #1



HANDOUT #2

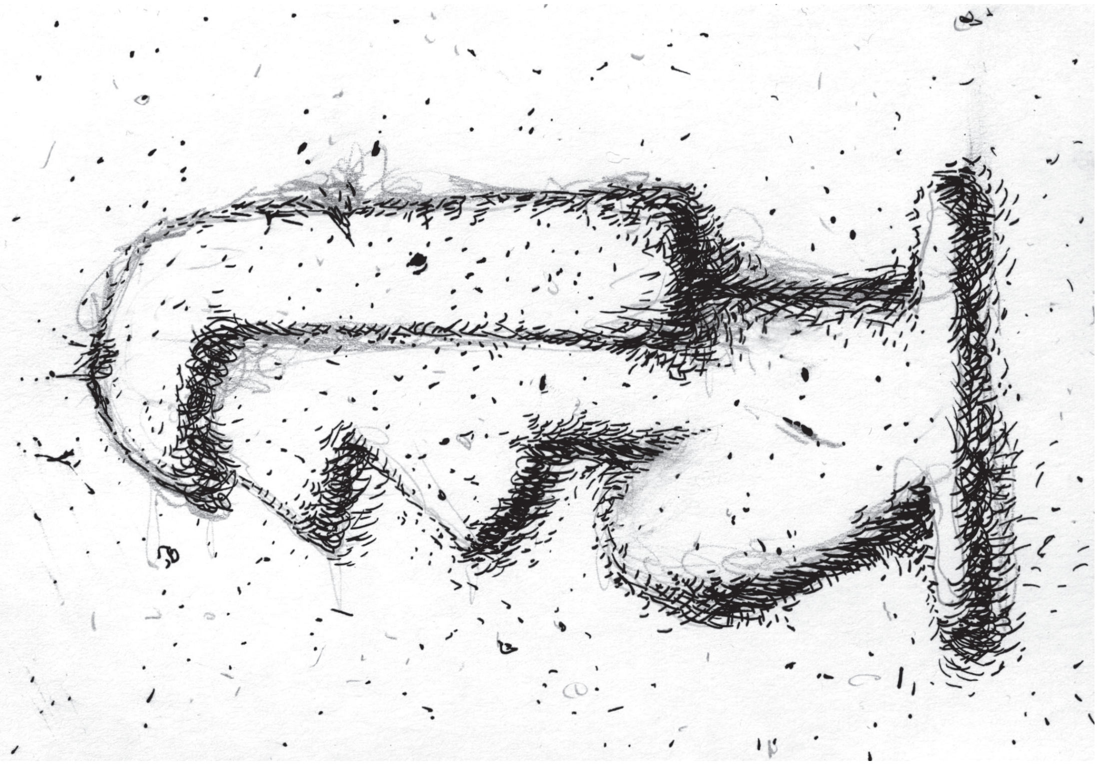


There may be some who condemn,
And hope you do not survive,
But fear not, for many of them
Are not even alive.

The greatest challenge lies not inside,
But behind a hidden door.
Placed where the earth meets the sky,
Secured with keys, numbered four.

Time is short, you have a chance,
Should you choose to bother.
Destroy the son and, perchance,
Deal a blow to the father.

HANDOUT #3



HANDOUT #4

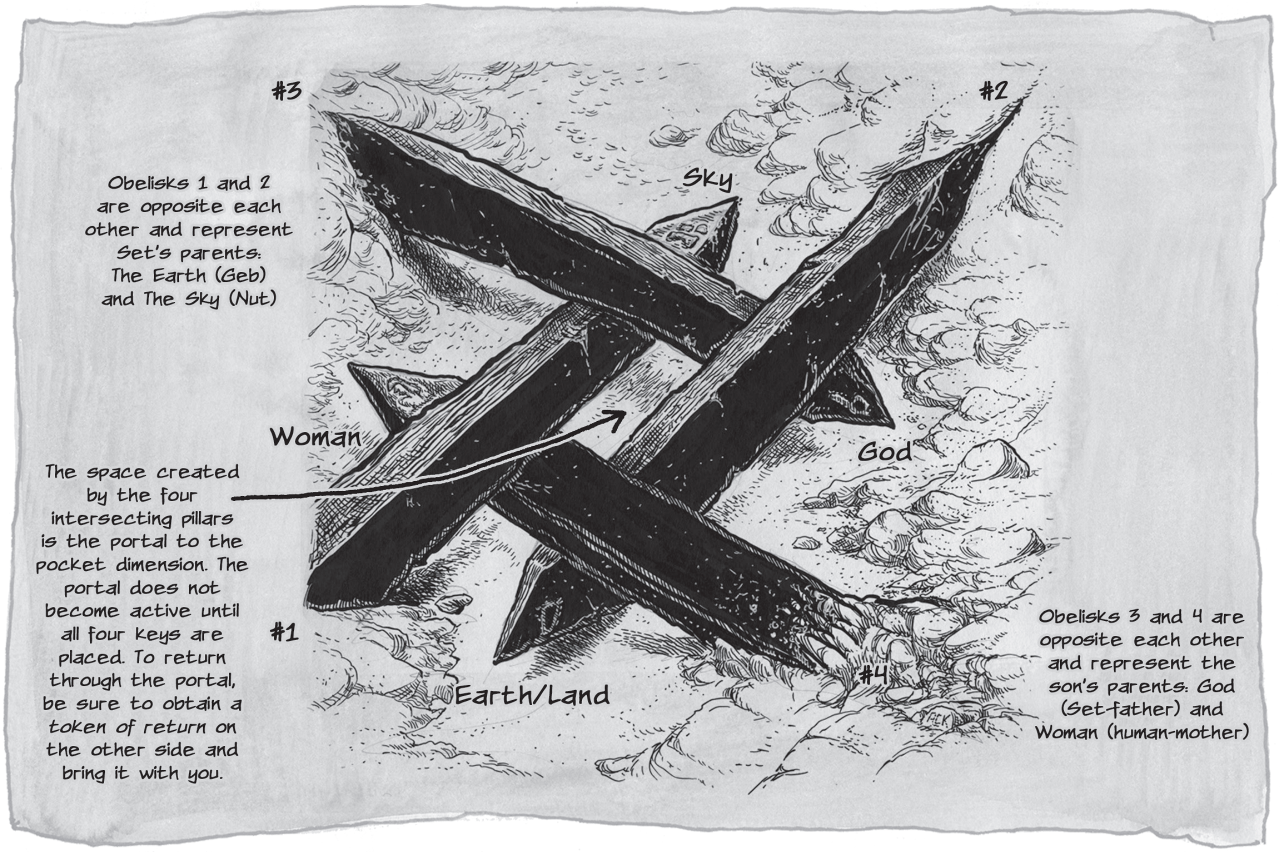
The simpletons of Thinis still have no idea what is going on. Or, if they do, they are too scared to do anything about it. It's becoming harder and harder to feign surprise at their panicked ramblings every morning after we grab a few more for Sadiq to use in his "experiments." Fortunately, I won't have to put up with it for very much longer, as Sadiq already has quite a few creations in reserve, and once the year of waiting is up, our blessed Chosen Son of Set will return to us…"

"One of the hunting parties in Thinis claims to have seen a sphinx while looking for game in the foothills. I'm hoping it's nothing more than their drunken visions or pure coincidence. I can't believe one of the sphinxes may have actually found us. We've been so careful…"

"When the final day of our year-long wait is over, we will carefully place each of the four keys in their appropriate homes atop the fallen obelisks, which will reopen the portal. There won't be any sign that the portal has opened, so it will be a leap of faith to pass through the rectangular space between the pillars. Once through, my arrival should be enough to begin the process of rousing everyone in preparation for the Son's return…"

"Still curious as to the Chosen Son's true name. Wepwawet? Upuaut? Ophois? Wepwawet could be Wep-wawet or Wepawet… apparently the spelling, or at least the pronunciation, matters when invoking a true name. It's understandable that he keeps it private, given the power one would wield while saying it in his presence, but I remain curious nonetheless…"

HANDOUT #5

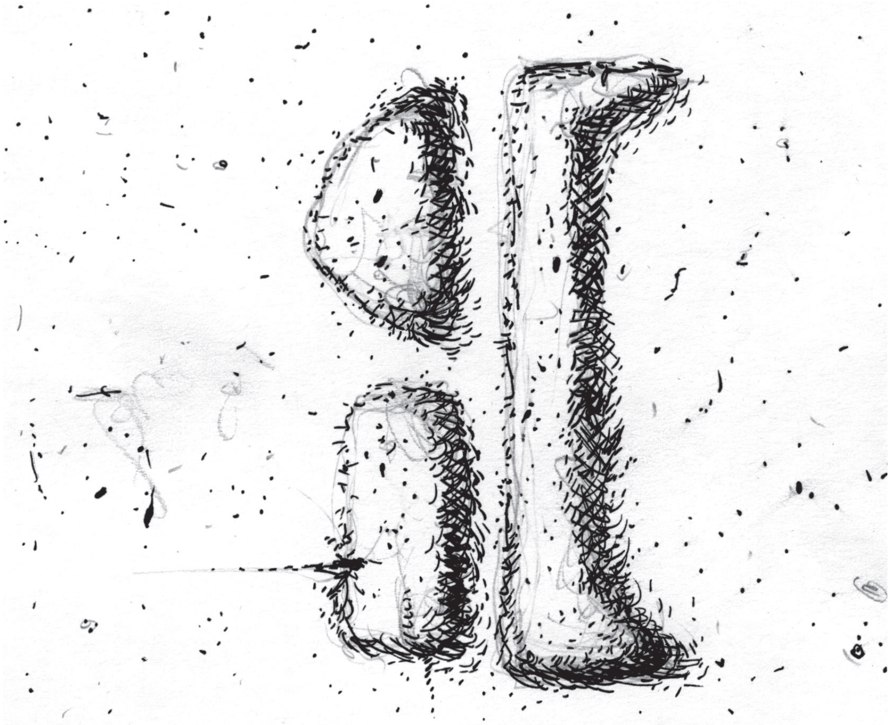


Obelisks 1 and 2 are opposite each other and represent Set's parents: The Earth (Geb) and The Sky (Nut)

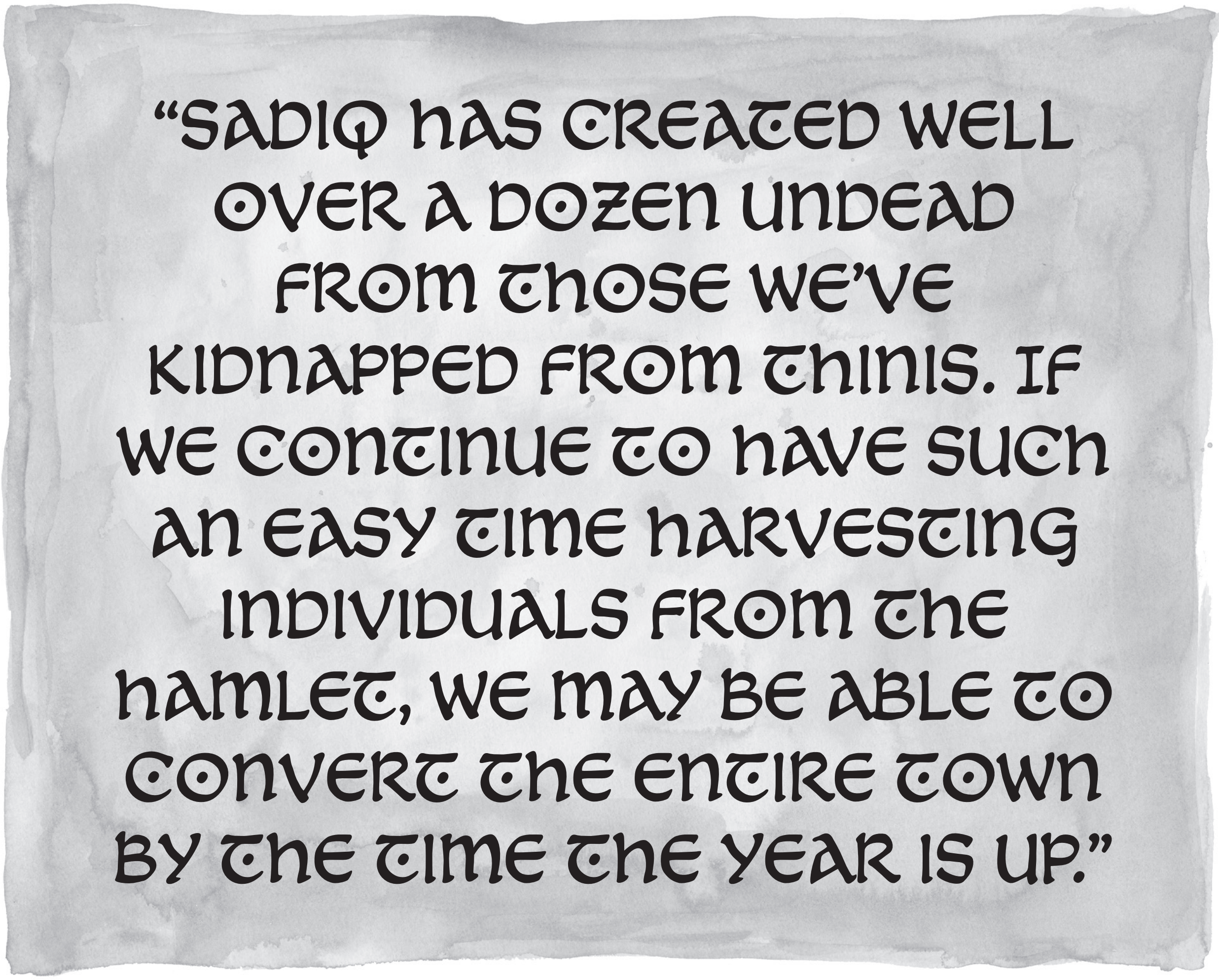
The space created by the four intersecting pillars is the portal to the pocket dimension. The portal does not become active until all four keys are placed. To return through the portal, be sure to obtain a token of return on the other side and bring it with you.

Obelisks 3 and 4 are opposite each other and represent the son's parents: God (Set-father) and Woman (human-mother)

PLAYER HANDOUT #6



HANDOUT #7



"SADIQ HAS CREATED WELL OVER A DOZEN UNDEAD FROM THOSE WE'VE KIDNAPPED FROM THINIS. IF WE CONTINUE TO HAVE SUCH AN EASY TIME HARVESTING INDIVIDUALS FROM THE HAMLET, WE MAY BE ABLE TO CONVERT THE ENTIRE TOWN BY THE TIME THE YEAR IS UP."

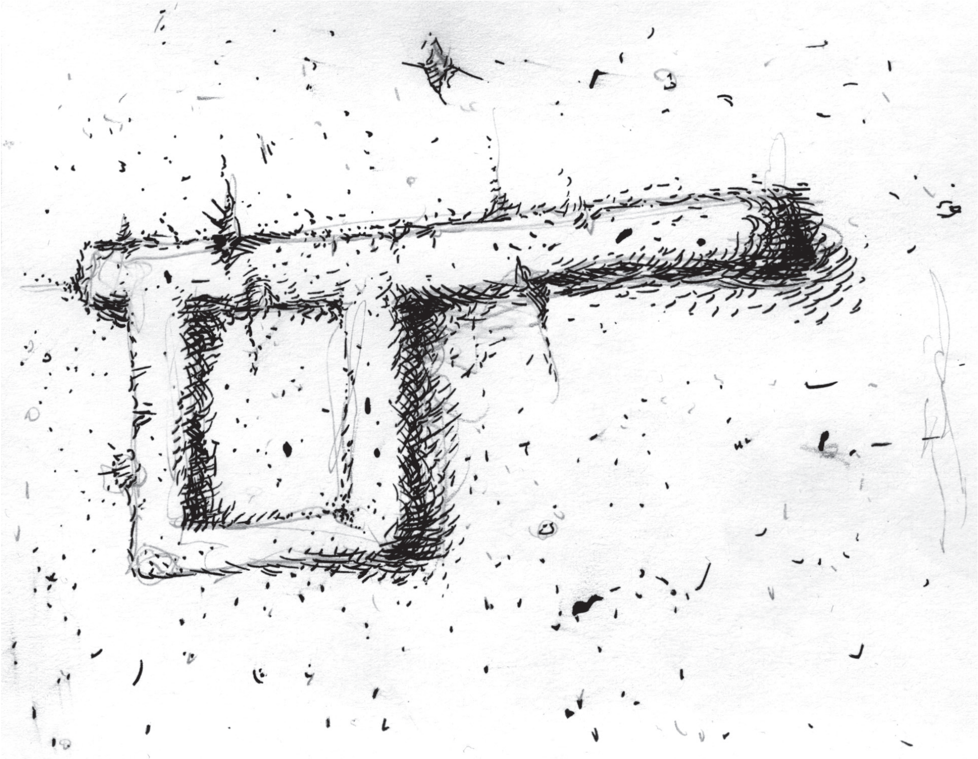
HANDOUT #8

The Sons of Set are the children of the god of deserts. storms. and violence with other mortal creatures. These evil offspring are countless in number and typically exhibit a combination of reptilian and humanoid traits. Among them. there are four Chosen Sons of Set. who represent the most powerful of Set's children. In the event one of the Chosen Sons is slain. one of Set's Lesser Sons is promoted to fill the vacant role. so there are always four Chosen Sons in existence.

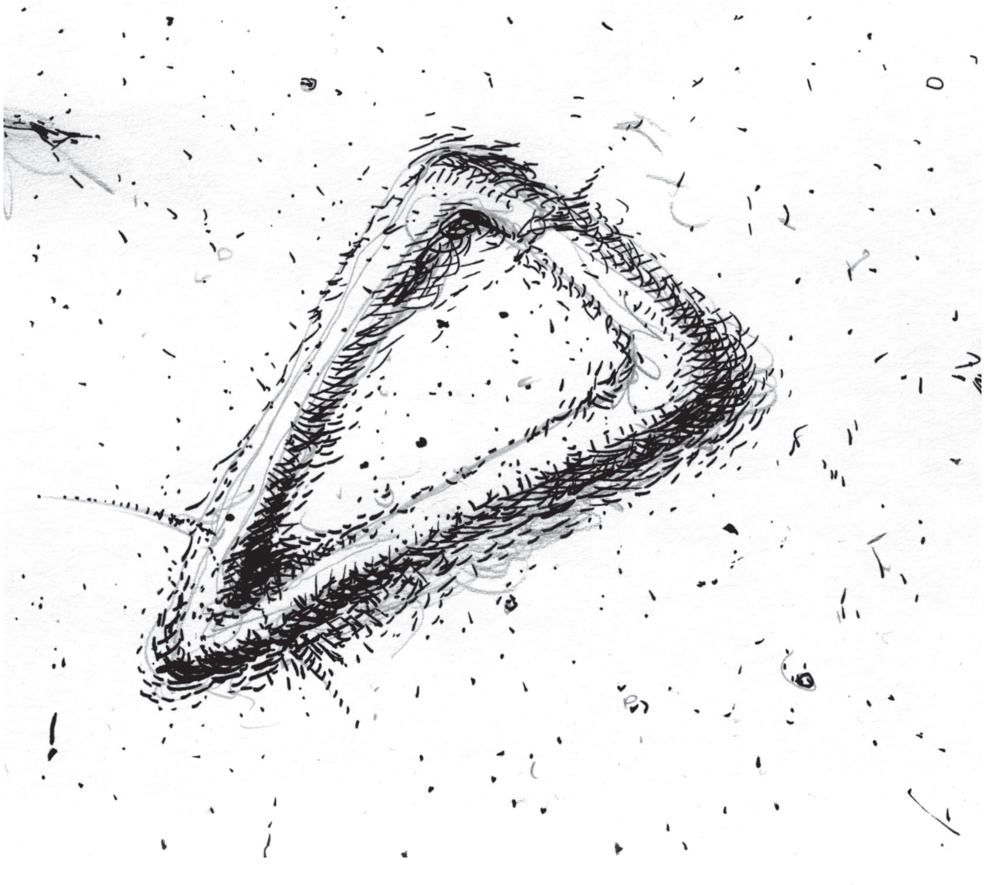
At least. this is usually the case. Once every vivivi years. the celestial hosts prevent a Lesser Son from being promoted to fill a vacancy among the Chosen Sons for an entire year. During this time. Set could be stripped of much of his influence on this plane. should all four of his Chosen Sons be defeated.

Each of Set's children is known by many names. as tradition tells that Osirus and Isis placed a curse upon Set's half-mortal children. causing them to fall weak when they hear their own. true name uttered before them. This was meant to punish Set's children for their father's violence against Osirus and Isis's own child. Horus.

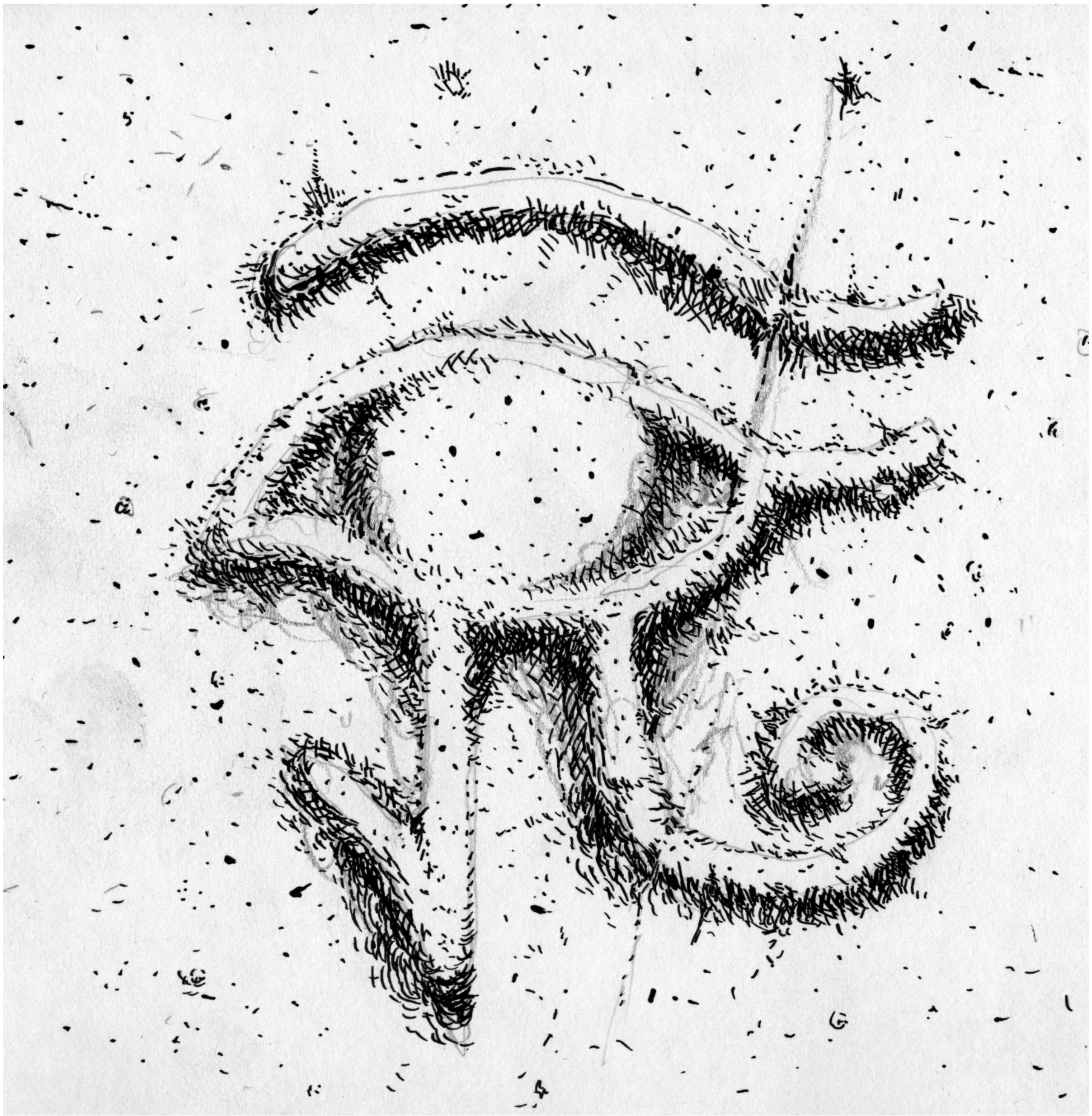
HANDOUT #9



HANDOUT #10

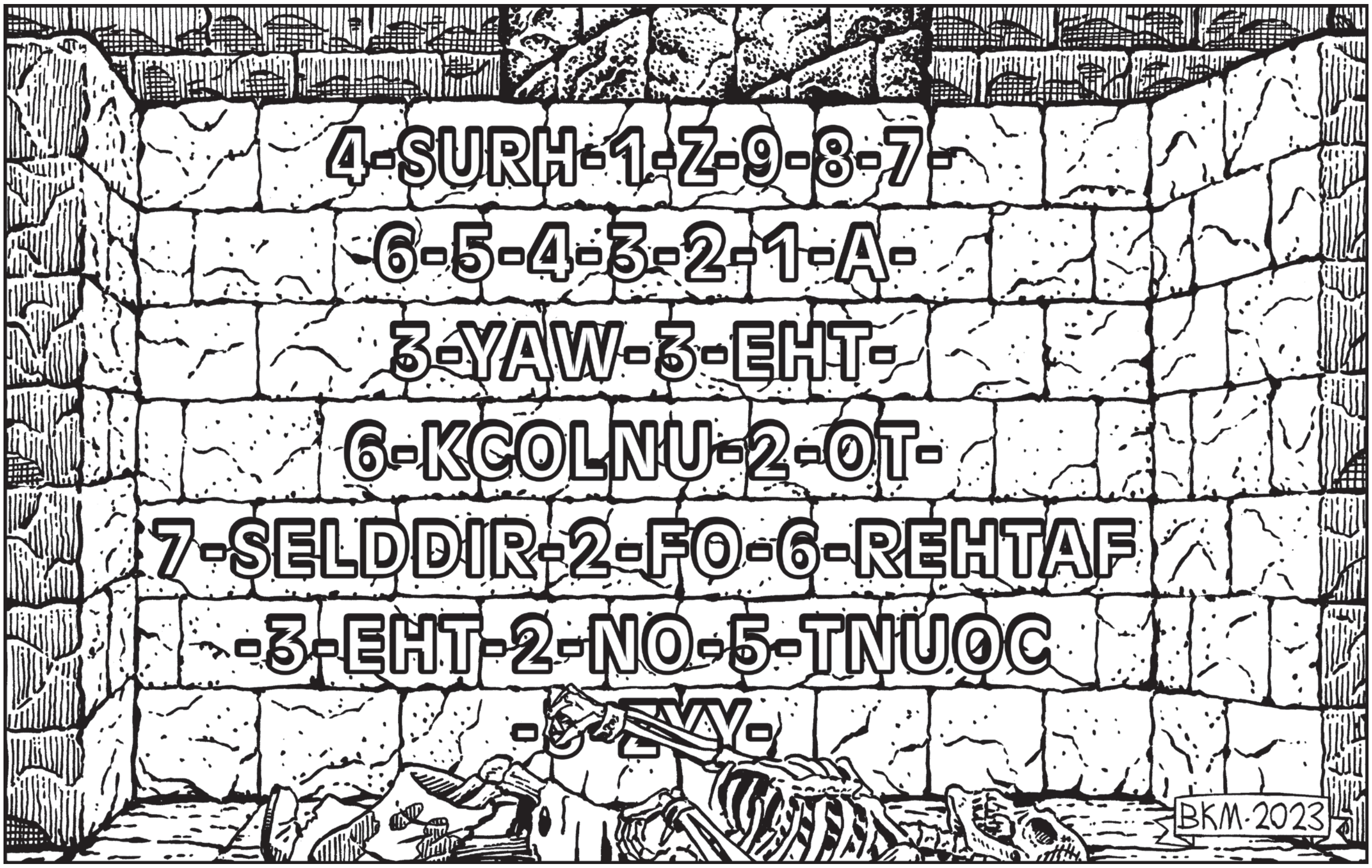


HANDOUT #11



HANDOUT #12

THE CURSED COILS OF SET (13-14)


4-SURH-1-Z-9-8-7-
6-5-4-3-2-1-A-
3-YAW-3-EHT-
6-KCOLNU-2-OT-
7-SELDDIR-2-FO-6-REHTAF
-3-EHT-2-NO-5-TNUOC
-3-ZVY-
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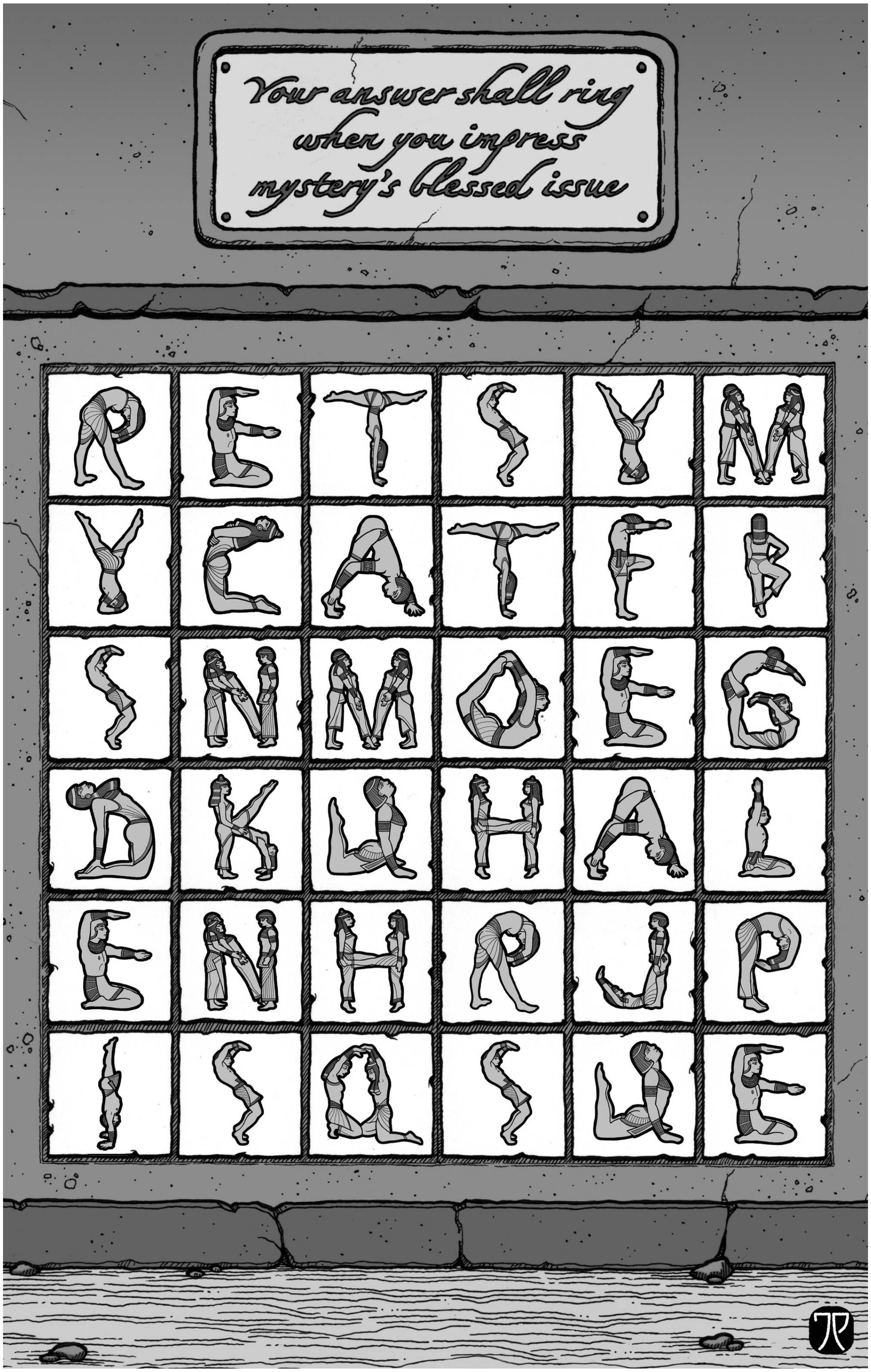
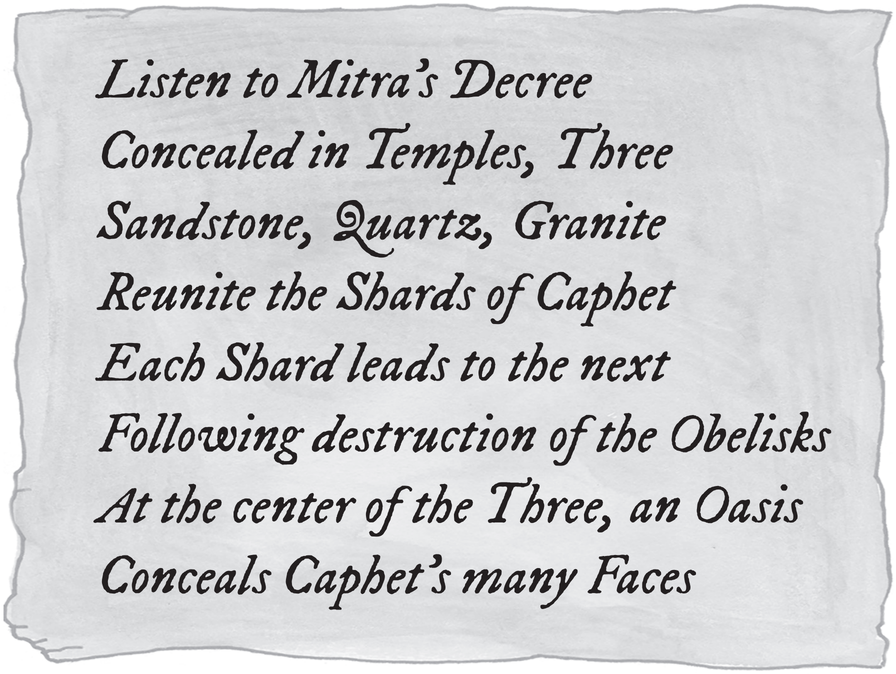
PLAYER HANDOUT #13


Your answer shall ring
when you impress
mystery's blessed issue
R E T S Y M
Y C A T F B
S N M O E G
D K U H A L
E N H R J P
I S Q S U E

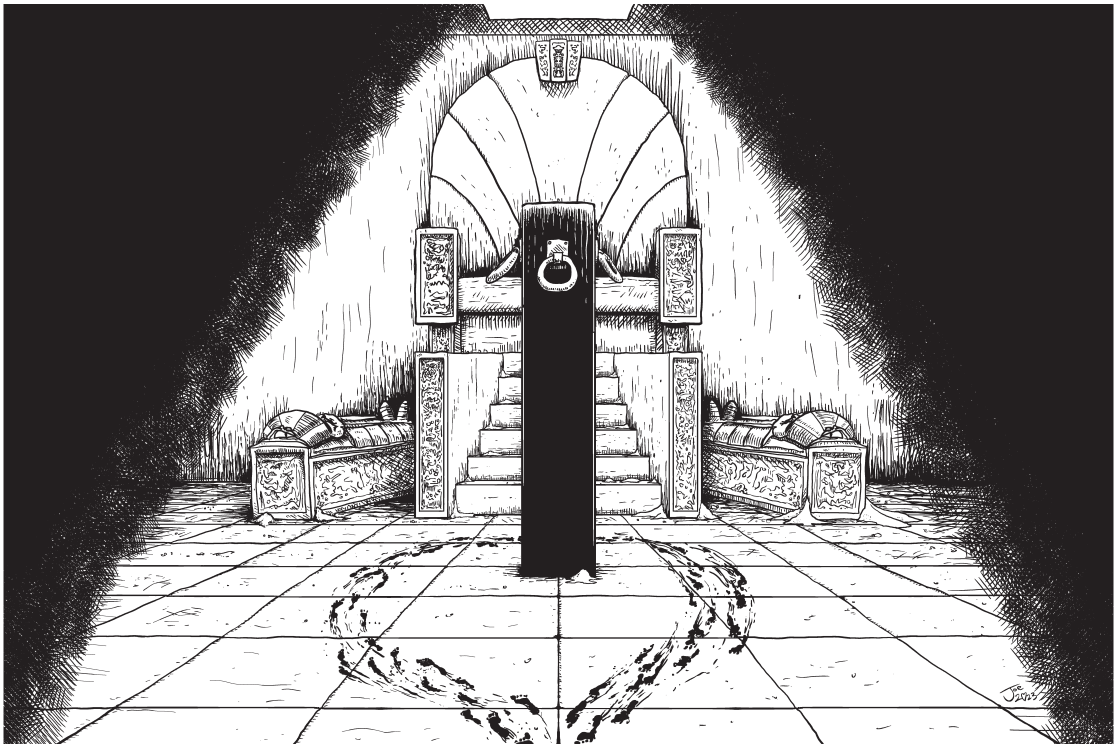
HANDOUT #14

THE HEART SHARDS OF CAPHET (15-19)

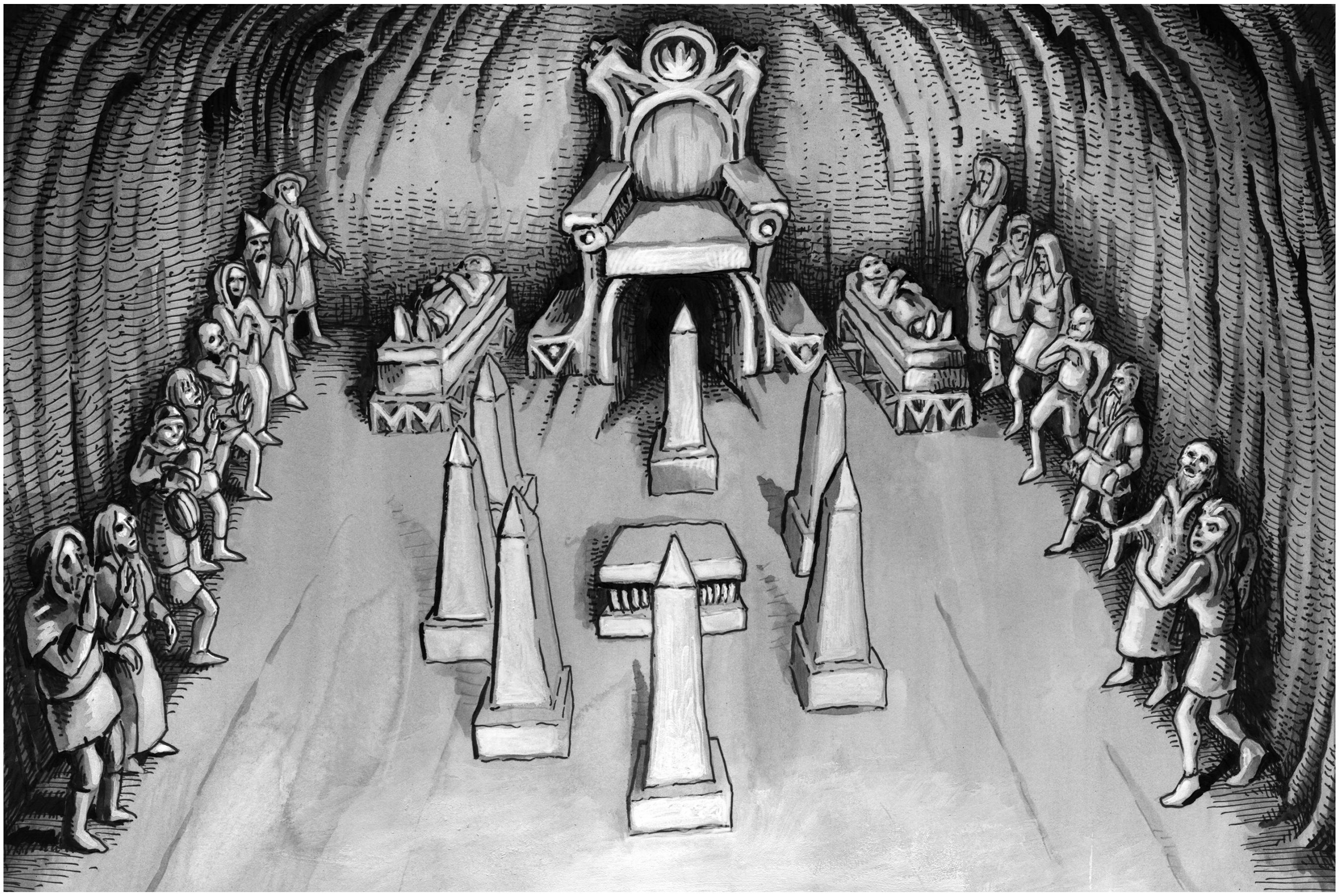


Listen to Mitra's Decree
Concealed in Temples, Three
Sandstone, Quartz, Granite
Reunite the Shards of Caphet
Each Shard leads to the next
Following destruction of the Obelisks
At the center of the Three, an Oasis
Conceals Caphet's many Faces

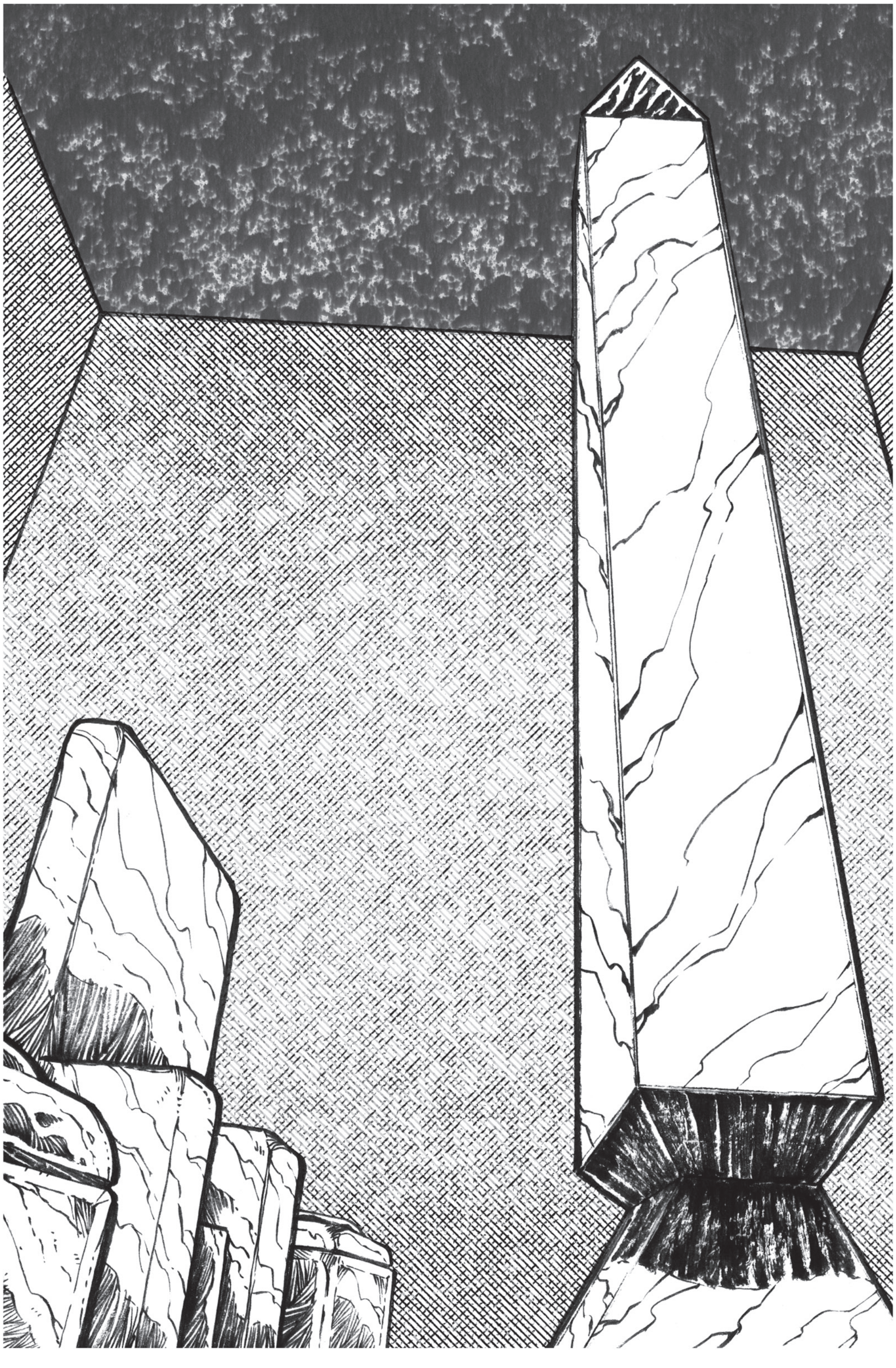
PLAYER HANDOUT #15



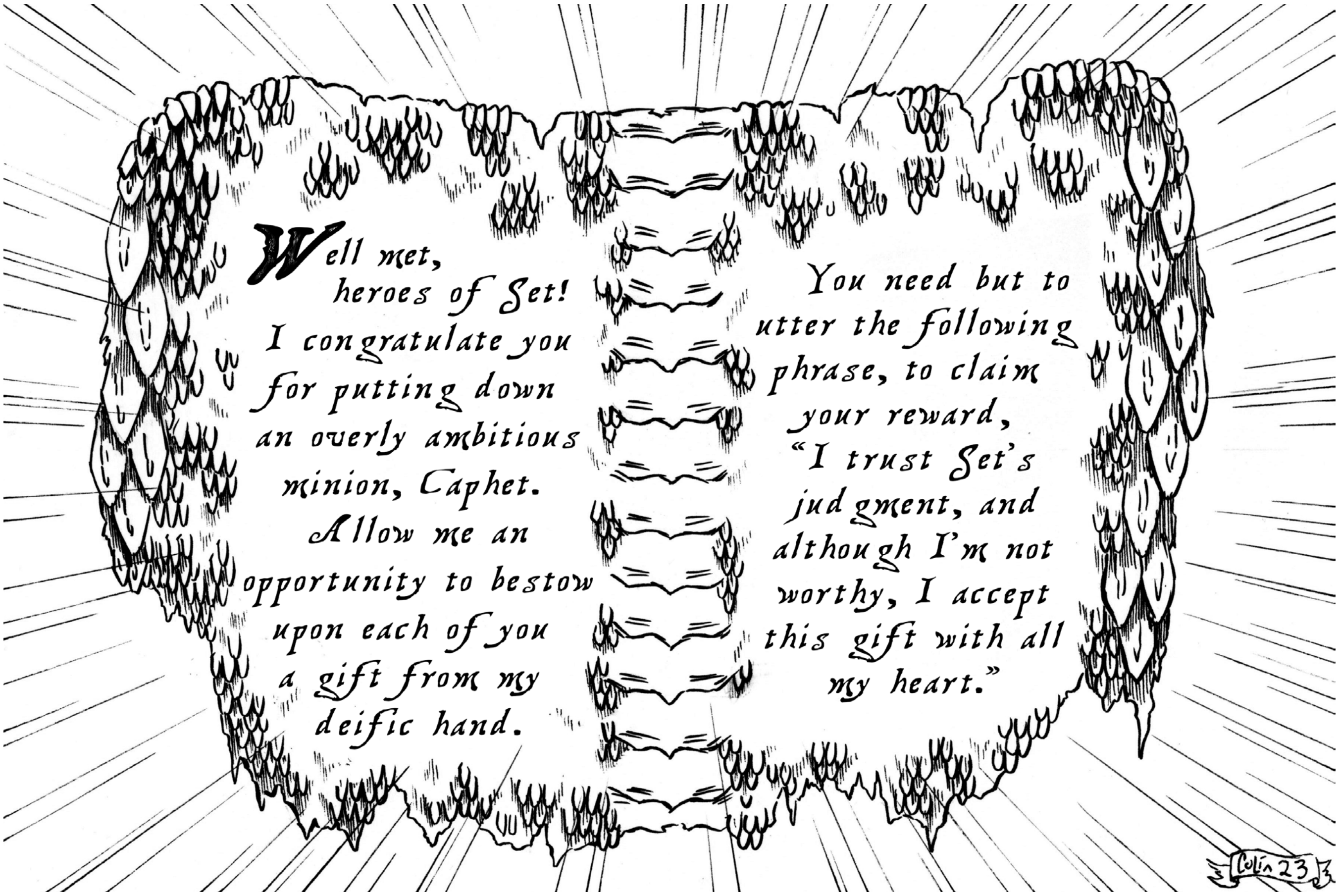
PLAYER HANDOUT #16



PLAYER HANDOUT #17



HANDOUT #18



Well met, heroes of Set! I congratulate you for putting down an overly ambitious minion, Caphet. Allow me an opportunity to bestow upon each of you a gift from my deific hand.

You need but to utter the following phrase, to claim your reward, "I trust Set's judgment, and although I'm not worthy, I accept this gift with all my heart."

HANDOUT #19

APPENDIX F

MUGDHAD GAZETTEER

Mugdhad presents many interesting locations that characters may wish to explore. The following sections summarize key aspects of the city's eight wards – Desert Ward, Grand Market, Sweet Ward, Ash Ward, Coin Ward, Temple Ward, Upper City, and the Palace.

DESERT WARD

This maze of three-story mud-walled residences houses most of the city's population, with multiple families living in each structure. Many earn their keep working in the city's fields or are laborers in mines to the north. Most residents try to keep their heads down. Many of the poor who've joined Skabhet's forces have come from here because they often have few other options to survive. Visitors are recommended to avoid this area of the city as there are few commercial establishments, and those that exist are typically run-down and dangerous.

PLACES OF INTEREST

- **Yellen's Gullet:** The sign for this drinking tavern is a stylized camel-headed man tossing a tankard into its wide mouth. The only food available is roasted skewers of questionable meat. Its proprietor is a dwarf named Toothless Felik, called this because all but one of her front teeth have fallen out. She turns a blind eye to the activities of her cook, Kawglid. Kawglid is not a fan of Tharikadh, but has helped the previous governor's forces make covert attacks against the palace. He can provide a rough layout of palace grounds and warns something within turns creatures to stone.

- **Grass Roof:** This low-quality hostel provides the only paid lodging in this ward. Mag and Mog run it, an elderly human couple who have a soft spot for anyone resisting Set's forces. They think having Tharikadh rule again would be an improvement. They can share that the previous governor was often seen walking on the quiet streets behind Temple Row and can give directions to a location near the Ruined Shrine of Amun Tor (see Part 2: The Ruined Shrine of Amun Tor in *The Cursed Coils of Set*).

- **Grub Hut:** This frighteningly dirty establishment serves simple yet tasty local food. A halfling named Hashess runs the place. He's friendly to all, loves to joke with the patrons, and is secretly an informant for Set's forces.

THE GRAND MARKET

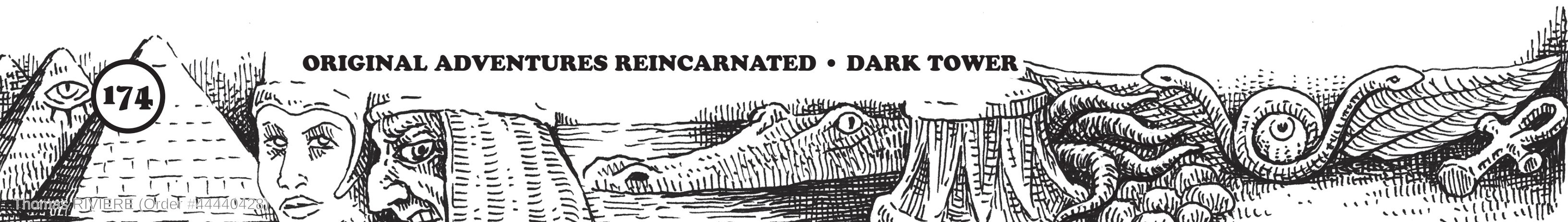
If the city had a heart, it would be the Grand Market as most streets in the city branch out from this gathering place. Foreign merchants sell their wares in this square, though few now come. Skabhet's forces are overseeing the construction of a 20′ tall statue to Set being erected here. The minions of Set are particularly active here, occasionally demanding protective tax from merchants. Anyone looking to buy, sell, or trade comes here. Even with Skabhet's crackdown, the market remains active.

PLACES OF INTEREST

- **The Sphinx's Smile:** Many visitors to the city favor this modest inn. An elf named Sarha takes great care managing operations. She is a follower of Myna and was training to become a young acolyte at the Temple of Weal on Temple Row (see area 1-6 in *The Cursed Coils of Set*) but, through luck, managed to escape the priestly purge. She carries terrible guilt for having survived and wishes for the bodies of the priests hanging in Temple Row and on the palace grounds to be honorably laid to rest.

- **Traders of the Shifting Sands:** This mercantile outlook is located in a crumbling mud-walled building facing the Grand Market. Though its stock is significantly low, it carries the widest selection of goods and supplies in the city. Standard equipment ordinarily worth less than 50 gp can be found here, though at double the price. Items worth 50 gp and above can be acquired with a day's notice but cost 2½ times their typical price.

  Dokhad owns this store and has paid outrageous sums to Set's forces to stay in business. Recently he's decided something needs to be done about the forces of Set. He briefly chatted with Passef of the Sandstorm Tavern in the Upper City (see area 1-7 in *The Cursed Coils of Set*) and has agreed to help Tharikadh reclaim his throne. He will direct adventurers to the Sandstorm Tavern, suggesting they could help the city.



SWEET WARD

This ward was named after the scents of hulwah that used to be made here. This section of the city was devastated when Skabhet captured the city. The battle that turned the tide for the forces of Set occurred here. Just as Tharikadh's forces appeared to be getting the upper hand, Skabhet summoned Grahd, a Lesser Son of Set. His arrival was explosive, destroying all of the hulwah production facilities and carving out a sinkhole now called the Death Pit. This encounter area is covered in detail in Part 3: The Death Pit in *The Cursed Coils of Set*.

Today this area is even more destitute than the Desert Ward. Only the genuinely desperate stay here, living in the rubble of broken buildings. Other dangerous creatures have somehow made their way into the city here. Every hour characters explore this ward, there's a 3-in-20 chance of having an encounter. During the night, this increases to 10-in-20.

SWEET WARD ENCOUNTER TABLE

d4 (day)/ d4+2 (night) Roll	Encounter
1	2d4 bandits
2	Patrol (1d4 men-at-arms)
3	Patrol (1d4 human guards and two minions of Set)
4	1d4 minions of Set bringing a victim for the Death Pit
5	1 crocodile
6	1d4 giant scorpions

During the day, roll 1d4 to determine the encounter; at night, roll 1d4+2.

Bandit: Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 missile fire (1d6); AC 15; HD 1d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.

Crocodile: Init +0/+4 (in water); Atk bite +10 melee (3d6+10) or tail +12 melee (3d10+10); AC 17; HD 12d8; MV 30', swim 60'; Act 1d24; SP camouflage (+10 to hide checks in water); SV Fort +10, Ref +0/+4 (in water), Will +6; AL N; Crit 22-24 DR/d8.

Man-at-arms: Init +0; Atk axe +1 melee (1d6); AC 14; HD 1d8; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Scorpion, giant: Init +3; Atk claw +12 melee (1d10+4) or sting +7 melee (1d6+2 plus poison (death in 1d4 rounds, DC 15 Fort save negates)); AC 18; HD 12d10+12; MV 50', climb 30'; Act 3d20; SP poison; SV Fort +9, Ref +4, Will -2; AL N; Crit M/d20.

ASH WARD

This ward remains filled with hard-working crafters who refine the ore dug from the mines to the north. Thanks to the forges working here, most of the ward is smoke-filled and sooty. If someone is looking for a metal worker, this is where to come. Set's forces have a strong presence in this ward. However, Skabhet has insisted his forces show restraint as he depends on supplies of weapons and armor that come from the tradesfolk here.

PLACES OF INTEREST

- **Mountain Gate:** A gate similar to the South City Gate (area 1-3) opens through the city walls in this section of the city. The gates open onto a merchant trail heading to mines north of the city. Five wealthy merchants each possess an amulet given to them by Skahabet, which allows them to pass through the gate without paying the usual entrance taxes. These merchants regularly ferry teams of miners to and from the city.
- **Smoking Sahlil's:** Near the center of this district is a large mud-walled building used for smelting iron and forging weapons and armor. These operations are run by Sahlil, a burly veteran warrior with a nose for business, He employs a team of five blacksmiths and their apprentices, keeping them busy by supplying Skabhet and his forces. In recent weeks, his operations have been repeatedly sabotaged by rebels looking to hurt Skabhet. Sahlil blames Tharikadh and wishes someone would end the failed governor's meddling. Sahlil has heard that Tharikadh has been seen sneaking through the Upper City and that the Sandstorm Tavern (see area 1-8 in *The Cursed Coils of Set*) was known to harbor his sympathizers.
- **Quarry's Rest:** This two-story inn offers rooms for rent at modest rates. Recently the proprietor, Jahness, had her only son taken by the minions of Set and thrown into the Death Pit (Part 3: The Death Pit in *The Cursed Coils of Set*). If someone destroys the Serpent of the Death Pit (Grahd), she will give a family heirloom that once belonged to her father – a lucky shortsword (+1 to attack rolls).

COIN WARD

This ward was once the beating heart of Tharikadh's gems and precious metals trade. Most of these shops are now shuttered, their owners either fleeing to safer cities or fallen victim to Set's forces. Compared to its past, this ward is now exceedingly quiet. Minions of Set occasionally patrol its streets, threatening anyone they find to pay them coin or be thrown into the Death Pit.

PLACES OF INTEREST

- **Smuggler's Tunnel:** Hidden in a side alley is a secret door opening into an old smuggler's tunnel (see area 1-5)
- **Luminous Scroll:** This bookstore has not yet closed, but its owner Fawliq the Sage (see Part 2: The Ruined Shrine of Amun Tor in *The Cursed Coils of Set*) is deathly afraid and rarely leaves his shop. He is an expert in lore regarding the Khonsurian Empire and is interested in finding someone to examine the Ruined Shrine of Amun Tor closely (see Part 2: The Ruined Shrine of Amun Tor).
- **Malite's Treasures:** This may be the last jewelry maker still open in the Coin Ward. It is run by the halfling jeweller Malite Sparklestone, who Skabhet directed to fashion an extravagant tiara. Malite is afraid to deliver the finished tiara (worth 500 gp), and will give the PCs 50 gp if they bring it instead.

TEMPLE WARD

Located just west of the Grand Market, Temple Ward once housed several temples of worship along the street that headed to the palace. After Skabhet's victory, the priests of these temples rose up against him, hoping to drive out the new fiendish ruler. Unfortunately for them, the forces of Set were too powerful, and every priest was massacred and the temples destroyed. People avoid this area, believing it's cursed with the ghosts of dead priests.

PLACES OF INTEREST

People avoid this area, believing it's cursed with the ghosts of dead priests. Two encounter locations are described elsewhere in *The Cursed Coils of Set*, including Temple Row (area 1-6) and The Ruined Temple of Amun Tor (Part 2).

UPPER CITY

The Upper City is filled with tension. Most of its residents were the rich and nobles of the city before Skabhet's arrival. In violently ending a priestly uprising against him, Skabhet realized the wealthy residents of Mugdhad had helped support these now broken temples and, in his mind, the rebellion against him. He indiscriminately killed entire families in the Upper City, demonstrating what would happen if anyone should again step out of line. Today, the streets are quiet, with only a few taverns catering to its residents.

PLACES OF INTEREST

- **Sandstorm Tavern:** This simple establishment has serviced the Upper City for years. It's a poorly kept secret that people sympathetic to Tharikadh frequent this location. The Sandstorm Tavern is detailed in area 1-7.
- **The Golden Point:** This discriminating shop sells weapons and armor to the elite, many of whom prefer to avoid the Ash Ward. Its owner is Xanthes, who became rich by selling overpriced weapons to the people of this district. He detests most of his customers and has made a deal to become an informant for Skabhet. Any weapon or armor one might desire can be found within, but each piece is named and customized with embellishments, tripling the regular price. Functionally, these items are treated as normal weapons and armor.

THE PALACE

The palace rests atop the highest point of Mugdhad, providing a view of the city below. It is now the base of operations for Skabhet and his minions of Set. Part 4: Skabhet's Palace in Chapter 3 of *The Cursed Coils of Set* explores this location in detail

DARK TOWER

The Chosen Sons of Set are the most powerful of the many reptilian half-breeds spawned by the vile deity Set to wage battle against the faithful of Mitra. Should a Chosen Son fall in battle, Set promotes one of the Lesser Sons to take its place, and the cycle begins anew. But once every 666 years, the celestial host can prevent Set from promoting the Lesser Sons.

It is now that year, and if all the Chosen Sons can be defeated, Set will be stripped of significant deific power. The adventurers just defeated one of the Chosen Sons while exploring the ruins of the *Dark Tower*. Now it is a race against time to track down and defeat the three remaining Chosen Sons of Set, from the foothills of the Mountains of the Fifth Prince, to a forbidden oasis in the Ghetrian Desert, and finally to the corrupt city of Mugdhad.

The Chosen Sons of Set presents three additional fully-developed DCC RPG adventures inspired by the classic *Dark Tower*, ready to continue the campaign! Additional riches, powerful eldritch sorceries, endless glory, and grisly death can also be found in *The Chosen Sons of Set!*

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